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A Quality Communications magazine

#161 AUGUST 2003

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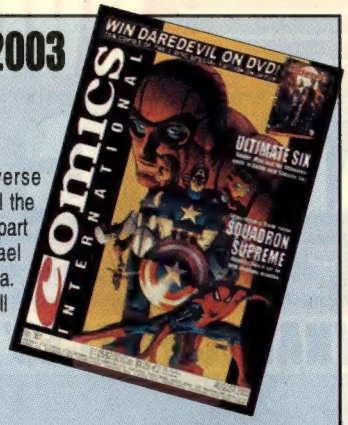

COVER: Marvel's Ultimates Universe continues to expand as Spider-Man and the Ultimates cross paths in this new six-part series, **Ultimate Six**, by Brian Michael Bendis, Trevor Hairsine and Joe Quesada. Cover art by John Cassaday. For the full story see page 6 this issue.

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Sez Dez

Editorial
Dez Skinn

I'M possibly the only person who sets such a ridiculous rule for himself, but in filling the obligatory editor's rant section for a magazine, I hate to cop out and use it to promote something you've probably bought already. The contents listing left tells you what's inside so you don't really need me to hype it up. Usually.

This time I'm making an exception. Right now we're going through one of our periodic boosts. I've never believed in total revamps. Not a good gamble, they unsettle your regulars against bringing in an unknown number of new readers. So we tweak things as we go along. Here are just three of the tweaks in store:

Talking Shop is a new regular column starting this month by Page 45's Stephen Holland. It's been created because I feel Stephen has some pretty important stuff to say, albeit future columns will be a tad shorter than the double-sized intro piece this month.

Another grinning mugshot added this month is for *Chris Bunting's Comics Webworld*. There are so many amazing websites out there that Chris, who has been soldiering on as part of the *Networks* team for the last few years, has now taken on the task of single-handedly charting the highs and lows of Netlife, this month focusing on Hulk sites.

Panel Beaters (oh, how I love coming up with witty titles!) promises to be an indie comics/small press dream. Being coordinated by There Goes Tokyo's Leonie O'Moore and Andy Smith, it will take the format of the good old newspaper comics section and offer self-contained tasters to a whole world of comics you've probably never even heard of. Expect it to run to anywhere between two and four pages a month, depending on the quality of the work we receive. Intrigued small pressers and indie comics creators should email *editorial@comicsinternational.com* for our style sheet.

Then, waiting in the wings, we've the return of *ComicWatch*, our vox pop retail survey on new trends and recent releases plus *First Impressions*, with the **CI** team trying out titles they've never read before. And don't get me started on the pending serialisations of new books we're lining up, including Rob Kirby's *History of British Marvel*.

Rant over, now I'll get back to work.

***Comics International** editor Dez Skinn's career in the industry spans over 30 years. Titles he has created include **Doctor Who Weekly**, **House of Hammer**, **Hulk Comic**, **Starburst** and **Warrior**. Ex-editorial director of Marvel UK – where his Stan Lee-coined Sez Dez column had a monthly audience of over 500,000 – he has also edited titles including **Buster**, **Conan**, **MAD**, **Star Wars Weekly**, **2000 AD Presents**, **Miracleman** and **Spider-Man** and won over 20 Eagle Awards. A contributor to several lifestyle magazines and consultant on a new Thames TV series, his co-created **V for Vendetta** is under option to Warner Bros.*

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Super-teams collide after 20 year wait for crossover

Above: Cover art for the 48-page **JLA/Avengers** #1 by George Perez.

The Avengers and JLA finally get together two decades after inter-company rivalry left meeting stillborn

DC AND Marvel are finally giving superhero fans the inter-company crossover they have waited 20 years for.

Originally being developed for a 1983 release, **Justice League of America/ Avengers** was a one-shot in which the Big Two comic publishers' premiere super-teams were involved in a time-travelling confrontation with Kang the Conqueror and the Lord of Time. It was to have been plotted by the then-current **Justice League of America** writer, Gerry Conway and scripted by former **Avengers** writer Roy Thomas, also then working for DC.

Stalling tactics

Marvel editor-in-chief Joe Quesada claims credit for the revival of what he refers to as a dream project, one he says had been ruined by inter-company rivalry.

After researching the project's history – which, according to Quesada, involved one side hitting a delay, so the other side would likewise stall, until it hit a standstill – he says he had it restarted in-house, then brought what they had to DC.

Now a miniseries retitled **JLA/Avengers** on account of the 1997 rebranding of the DC team, the comic is being written by Kurt Busiek, another ex-**Avengers** writer although he was working on the title when the crossover was resurrected in 2001.

The prestige format four-parter is drawn by George Perez, who has worked on both team titles for lengthy periods since 1975. He has been attached to the project since the very start in 1981 – pencilling 20 pages of the earlier version before it was aborted – and even had a special clause written into his exclusive contract with CrossGen that freed him to illustrate the crossover *[see interior spread below]*.

Big name core

Busiek, who wrote a handful of issues of **Justice League of America** in 1984-85 told **CI**, "Back then, they were much more of an Avengers-like team, with a core of big names and a host of secondary characters around that core.

"These days, they've been much more firmly focused on the core superstars, which is the team's great strength, I think, just as the Avengers' strength is the multi-level ensemble," he added. "But we'll be working in a lot of the non-big-seven JLAers over the course of the series."

***JLA/Avengers** #1, priced $5.95, ships on September 3.*

The road to JLA/Avengers

CONCEIVED in 1981, **Justice League of America/Avengers** was to have been the climax to a series of DC/ Marvel crossovers that started with 1976's tabloid-sized **Superman vs the Amazing Spider-Man** and included **Batman/Hulk** and **X-Men/Teen Titans**.

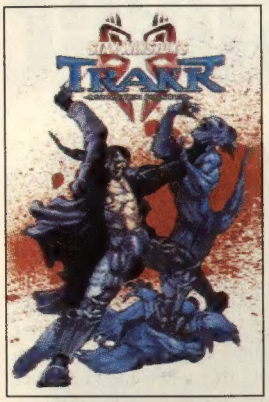
Two years later the inter-company project was dead, a casualty of inter-necine disagreements most of which those involved blame on Marvel's then-editor-in-chief, Jim Shooter.

For the past 20 years, fans – excited by the occasional appearance of pages Pérez had drawn for the aborted series – have clamoured for a reconciliation between the two companies, especially in regard to a meeting between their top super-hero teams.

In 1994, collaborations between the Big Two began again with **Batman/ Punisher**. This was followed by such 1995 titles as **Darkseid/Galactus** and **Green Lantern/Silver Surfer** leading to the **DC vs Marvel** miniseries and the Amalgam one-shots in 1996.

These co-operative projects fuelled continuing demand for **JLA/Avengers** as did further inter-company crossovers, among them **Daredevil/Batman** [1997] and 1999's **Superman/Fantastic Four** and **Hulk vs Superman**.

Winston Trakks back to Image



*Above: One of the two alternate covers to Image's **Trakk** #1; art by Simon Bisley.*

FAMED movie creature maker Stan Winston is returning to Image for his second comics excursion.

The multiple Academy Award winner is following up on his **Mutant Earth** mini with **Trakk: Monster Hunter**. Another four-parter, it is co-written by Francis Takenaga and drawn by Philip Tan.

The series chronicles the exploits of the immortal as he seeks to destroy the alien beast known as Vaquoul, the creator of all monsters, from werewolves to vampires.

***Trakk: Monster Hunter** #1, priced $2.95, ships on September 24.*

*FORMER **Daredevil** artist Cary Nord is to draw **Conan**, Dark Horse's revival of Robert E Howard's archetypal sword and sorcery hero. The comic – which is due to premiere early in 2004 – is written by **Astro City**'s Kurt Busiek. As a precursor to the title, Dark Horse is launching a three volume trade paperback series reprinting the stories Roy Thomas and artist Barry Smith [now Windsor-Smith] created for Marvel's **Conan the Barbarian** from its 1970 first issue to issue 24, excluding the Gil Kane issues. The 144-page **The Chronicles of Conan** Volume One ships on September 17, priced $15.95.*

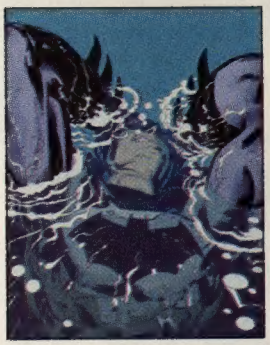
Rucka and Casey tackle Batman

TWO WRITERS are taking a look at very different aspects of Batman's life.

While Joe (**Adventures of Superman**) Casey follows the investigation of yet another crime from the busy first year of the Dark Knight's career, Greg (**Wolverine**) Rucka is examining the ongoing relationship between the Gotham City crime fighter and one of his greatest foes in a nine-parter that continues the backup story – set in 1920s Paris – that ran in **Detective Comics** #783.

Rucka's **Batman: Death and the Maidens** is a nine-issue series illustrated by **Batman: The Dark Knight Returns** inker Klaus Janson.

Although loathe to give away any details about the story, the writer did say, "It focuses on Batman, Ra's al Ghul, and a woman named Nyssa. All of them are dealing with death in one way or another – either emotional death, spiritual death, or physical death... and the conflicts they come into with one another get very brutal indeed."



*Above: Klaus Janson's cover art for the second of the nine-issues in DC's **Batman: Death and the Maidens** series.*

*Above: Cully Hamner's cover art for the concluding chapter in DC's Joe Casey-written **Batman: Tenses** two-parter.*

Psychic killer

Casey's **Batman: Tenses** is drawn by Cully (**Firearm**) Hamner and **Uncanny X-Men**'s Dexter Vines.

Consisting of two 64-page prestige format issues, it tells of Batman's hunt for a serial killer with psychic powers and of his struggle to come to terms with being a vigilante and the wealthy head of a financial empire.

***Batman: Death and the Maidens** #1, priced $2.95, ships on August 6. **Batman: Tenses** #1, priced $6.95, ships on August 27.*

Sinister Six sparks next "Ultimate War"

WITH two of Marvel's three **Ultimate** titles already under his control, Brian Michael Bendis appears to be making a move on the third.

The **Ultimate X-Men** writer is joining forces with **Captain America**'s Trevor Hairsine *[see art above]* for a six-issue series prologued in **Ultimate Spider-Man** #46. Written by Bendis, the 40-page comic – pencilled by series regular Mark Bagley – segues into **Ultimate Six** #1, which introduces an Ultimate version of the Sinister Six as the Green Goblin, Kraven the Hunter, Doctor Octopus, the Sandman and Electro band together with a mysterious sixth villain.

The story was originally intended to run in **Ultimate Spider-Man** but outgrew the title. Now a crossover, it also impinges on the Mark Millar-written **Ultimates**.

"I came to Marvel and said, 'I want to do this big story, I just don't think it fits in **Ultimate Spider-Man**,'" explained Bendis. "It needs to involve Nick Fury and the Ultimates in a huge way and I brought up how some of the subplots of the Ultimates and the Ultimate Universe connects to the **Six** and everyone involved got very excited."

The series – described as the next **Ultimate War** by Marvel – kicks of with a 40-pager, which includes a nine-page lead-in story Joe (**Daredevil**) Quesada drew for **Wizard** #0.

***Ultimate Spider-Man** #46 ships September 10; **Ultimate Six** #1 September 17. Both titles are priced $2.99.*

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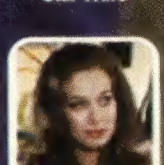
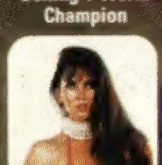
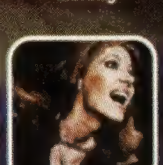

Valerie Leon - Bond Girl


Caroline Munro - Bond Girl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*THIS year's **SPX** anthology is a 300-pager featuring 48 stories by both emerging and established cartoonists. Among the better-known contributors to the $9.95 fund raiser for the Comic Book Legal Defense Fund are Metaphrog and Josh Neufeld. Produced as a tie-in with SPX – the Bethesda, Maryland small press comix showcase, which runs over the weekend of September 5-7 – **SPX 2003: Travel** ships in July. A 7x9" black and white softcover, it features a front cover [above] by Jaime Hernandez.*

Turner and Top Cow tussle over Aspen

DIAMOND has been unable to distribute **Michael Turner Presents: Aspen** #1 *[cover right]* because of a dispute between Turner and Top Cow, his former publisher.

The **Fathom** writer/artist has filed a lawsuit claiming trademark infringement with regard to his aquatic Image heroine and to recover monies he says are owed to him under his contract with the imprint headed by Marc Silvestri.

He also claims Top Cow is intentionally interfering with his newly-established enterprise. He alleges it has threatened Aspen's printers and distributors with litigation to discourage them from doing business with Turner and his company.

For its part, Top Cow has not only refuted the writer/artist's claims but also made counterclaims against Turner and others involved in Aspen, among them an allegation of fraud. The Image imprint also insists it holds the copyright to Fathom aka Aspen as well as to Soulfire *[art left]* and Ekos, two other characters it maintains were created by Turner while at Top Cow.

No date has yet been set for a court hearing.

Stan Lee: Man or myth?

*Co-written by ex-**Comics Journal** editor, critical biography of Marvel Universe co-creator doubles as concise history of mainstream comics*

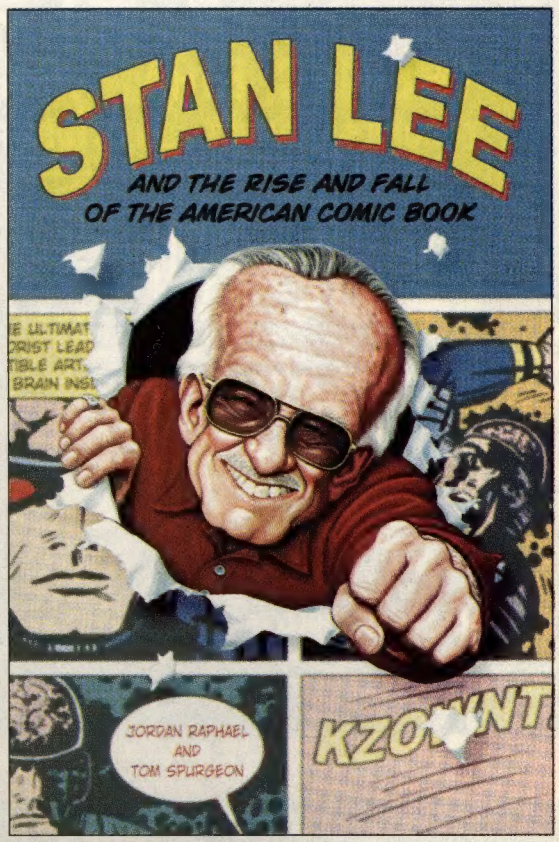
COMICS fans disappointed by the superficial nature of Stan Lee's autobiographical **Excelsior!** might be able to get a greater insight into the life and career of the co-creator of the Marvel Universe in a new book that investigates his influence on American popular culture and the comicbook industry.

Published by Chicago Press Review, **Stan Lee and the Rise and Fall of the American Comic Book** is written by journalist Jordan Raphael and Tom Spurgeon, former editor of **The Comics Journal**. Based on interviews with Lee, his colleagues and contemporaries, as well as extensive archival research, the 320-page hardcover pulls no punches, referring to Lee as not only a dazzling writer and a skilled editor but also as a relentless self-promoter, a credit hog and a huckster.

Discussing the book with **CI**, Spurgeon said, "It's a critical biography of Stan using his career as an avenue to write a concise history of mainstream comic books.

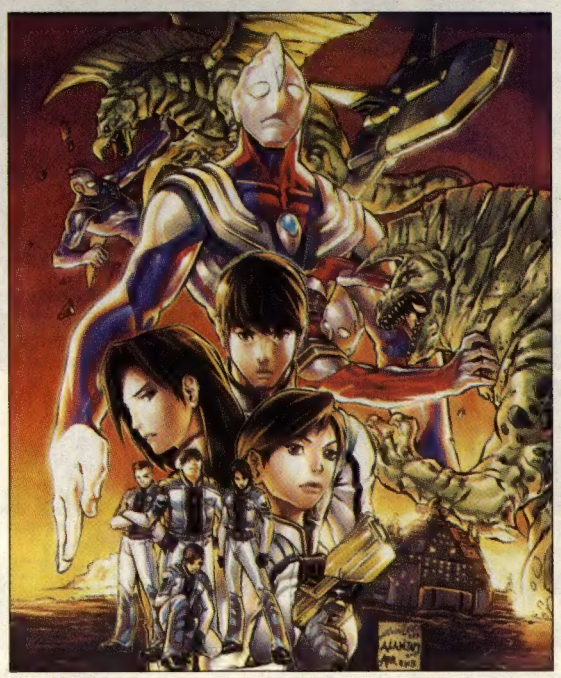
"Stan talked to us, but it's unauthorised," he explained. "In addition to the comics stuff, we have a lot of stuff on his early Hollywood career and the dissolution of Stan Lee Media that I think is pretty interesting.

"It's written for a general audience in terms of prose style and in that we definitely explain things you and I might take for granted, like what made those early Marvels so astonishing. But there's a ton of stuff in there for any serious comic book fan to enjoy and think about," he concluded.



*Above: The cover to Chicago Press Review's **Stan Lee and the Rise and Fall of the American Comic Book**; art by Jeff Wong.*

***Stan Lee and the Rise and Fall of the American Comic Book**, priced $24.95, ships in September.*



*Above: Alvin Lee and Udon Studios' cover art for **Ultraman Tiga** #1, which ships on August 27, priced $3.99.*

Ultraman returns to US

EIJI Tsuburaya's classic *kaiju* [giant monster] warrior is being brought back to US comics by Dark Horse.

Consisting of ten 40-page issues, **Ultraman Tiga** is a manhua [Hong Kong comic] featuring one of the most recent versions of the hero the Godzilla creator introduced on Japanese TV in 1966. It is written by Tony Wong and drawn by Khoo Fuk Lung,

- Versions of the Japanese SF hero have appeared in a translated manga from Viz [1994] as well as in US titles originated by Nemesis [1993] and Ultracomics [1994].

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Marvel mag leads to Previews price hike

A 96-page magazine is to be Marvel's response to retailer complaints about the lack of detail in its solicitations.

Intended to complement its listings in Diamond's **Previews** *magalogue*, the aptly-titled **Marvel Previews** is a counterpart to **Marvel Visions**, the "fan magazine" launched by Marvel in 1996, shortly after it began its ill-fated venture into self-distribution through Heroes World. Each issue of the comicbook-sized mag is to include a guide to Marvel's forthcoming releases as well as previews of upcoming projects and reprints of popular issues of ongoing titles.

The first issue is set to ship in September. Although it will be available for separate purchase, **Marvel Previews** is being distributed to retailers in quantities equal to their **Previews** orders. It will be cover priced "99¢ – or Free with the Purchase of **Previews**."

Free? Diamond is set to raise the cover price of **Previews** from $3.95 to $4.50 to take account of the Marvel "giveaway".

Above: The cover to ***Marvel Vision*** *#8 [1996].*

Time Seekers arrive at Image

AN ALLIANCE of American and Korean writers and artists is lining up its second regular title for Image.

The Seoul, Korea-based Chimp Daddy Studios' latest project is **Time Seekers**. A bimonthly series written by Eddie Yu and illustrated by newcomer Mark Lee, it was inherited from Powerhouse Comics, as was **Defiance**, which Yu also writes.

As the title suggests, the comic is a time travel saga, one which focuses on a team whose mission into the past to recover information lost to their world of 2987 goes awry. Flung from era to era they struggle to rectify their failure and to save history and themselves from the seeker who betrayed them.

Time Seekers *#1, priced $2.95, ships on August 20.*

Above: B K Chang's cover art for ***Time Seekers*** *#1.*

Above: An Alex Ross double-page spread from the 10x13½" ***JLA: Liberty and Justice****. Written by Paul Dini, the 96-pager is the latest in the pair's series of annual collaborations. A follow-up to their 2002 softcover, the 48-page* ***JLA: Secret Origin****, DC has scheduled it for November.*

More horror from Niles

30 Days of Night *creator turns to previous interpretations of Mary Shelley's Frankenstein monster for inspiration for next IDW miniseries*

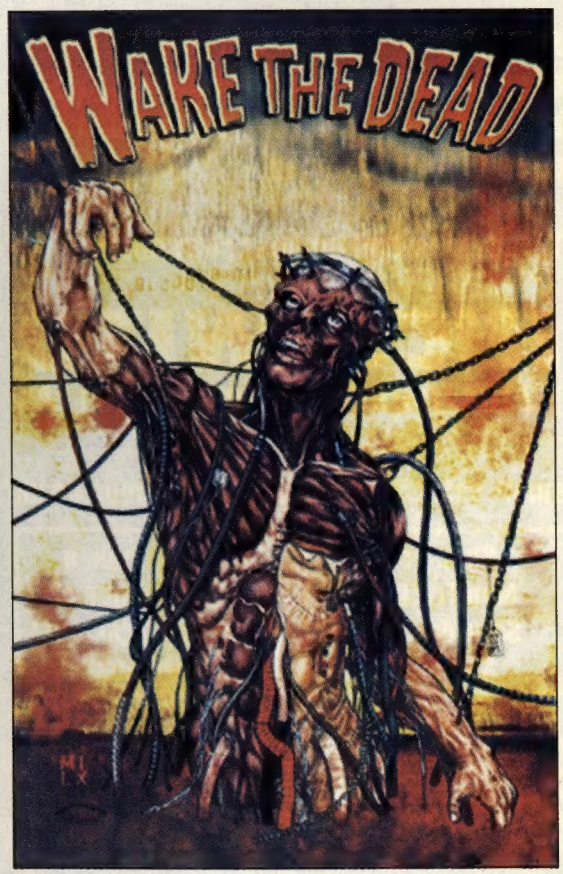
ALTHOUGH he has been writing comics since 1987's self-published **Bad Moon** [Arcane Comix] and had a degree of success adapting such prose stories as Richard Matheson's **I Am Legend** [1991] and Clive Barker's *The Yattering and Jack* [1992] for Eclipse, it is only in the past year or so that Steve Niles has become a major name.

Constantly working in the horror genre, he raised his profile by writing **Hellspawn** and **Spawn: The Dark Ages** for Image/Todd McFarlane before breaking into the big time with **30 Days of Night,** his riff on vampires for IDW. That three-parter, together with its sequel, **Dark Days**, and his horror/noir titles featuring private eye Cal McDonald have garnered him an enviable reputation with some calling him the modern master of comicbook horror.

Continuing to work the horror vein, Niles is turning to Mary Shelley's 1818 novel, **Frankenstein**, for inspiration for his next IDW mini.

Discussing the five-parter, the writer said, "Basically **Wake The Dead** is a retelling of *all* the **Frankenstein** stories I've ever read, or watched. It's like a story created out of the bits and pieces of other stories, so in a way, it is a Frankenstein monster all its own.

"I wanted to capture the essence of the original book as far as the youth of the characters and the price paid for playing God, but I think we've still managed to create an original and really freaky story," he added.



Above: The cover to the first issue of ***Wake the Dead****, Steve Niles'* ***Frankenstein****-inspired IDW five-parter; art by Milx.*

The mini is illustrated by Milx, a Malaysian newcomer, who is also working with Niles on a historical horror, **Queen Boudicca: The Warrior Queen**, for IDW.

Wake the Dead *#1, priced $3.99, ships in September.*

Minnie, Plum and Bash Street UR50

HARD TO believe, but those stalwarts of anarchic humour, Minnie the Minx, Little Plum and the Bash Street Kids are all about to celebrate their 50th anniversary.

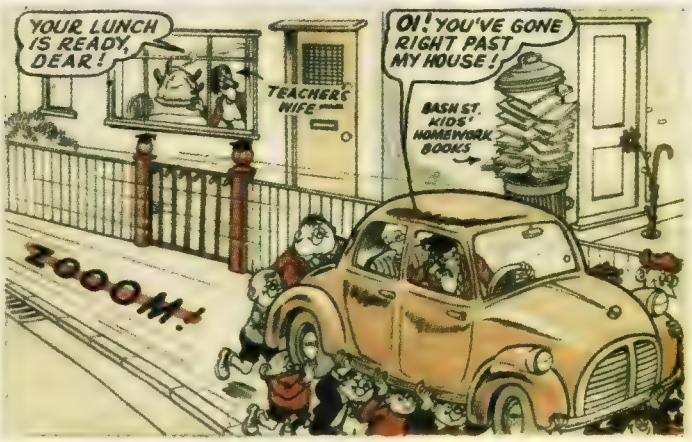
While their prank platform, **The Beano**, was introduced in 1938 by DC Thomson, it wasn't until the 1950s that it took on the identity loved by generations. In 1951 David Law set the new standard for controversial humour with his wildly unethical role model Dennis the Menace (certainly no relative of the mild-mannered US creation of Hank Ketcham). Then, in 1953, all hell broke loose and a style of humour was launched that has fostered almost everything since, from **Viz** to *The Goons, Monty Python* and beyond.

Ken Reid burst on the scene with Roger the Dodger and Leo Baxendale hit a triple whammy with Little Plum, Minnie the Minx and his classic Bash Street Kids (originally titled *When the Bell Rings).*

No surprise that, 50 years on, **The Beano** remains Britain's best selling comic, each week hitting double the sales of the top US monthly comics.

While David Law and Ken Reid have gone on to that great gag factory in the sky, Leo Baxendale is still very much alive and kicking, and celebrating his triple 50th with the *Minnie, Plum and Bash Street UR50* exhibition.

Coordinated by Cartoon County's Steve Bell, David Lloyd and Corinne Pearlman, the display of Leo's work covers the country, with stops from Hartlepool and Gateshead to Crawley and Canterbury. For details, visit the *cartooncounty.com* website or Leo's own fascinating homepage at *reaper.co.uk/bax/exhib/*



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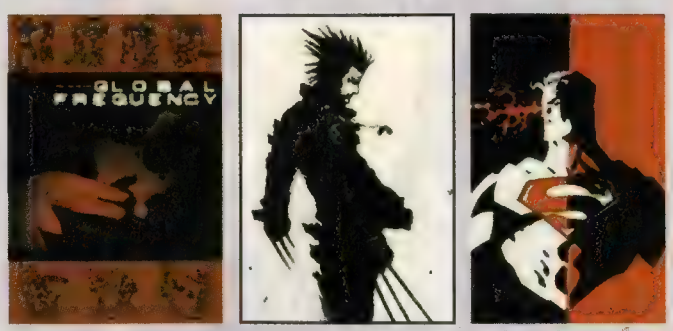

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*FOLLOWING a short hiatus, **100 Bullets** is to go bimonthly as of October's #47, with #46 having been on sale in July. This move frees writer Brian Azzarello and artist Eduardo Risso to take on **Batman** for six issues beginning in November with #621* [see promo art above]. *Their run rests the top-selling* Hush *team of writer Jeph Loeb and artists Jim Lee and Scott Williams, who make a six-issue return to the $2.25 DC title with #627.*

Image lands prize winner

A STORY that began life as a song for **Nowheresville** creator Mark Rickett's band, *Emergency Mouse*, has become the basis of a 120-page graphic novel.

Inspired by the sight of "a group of gals in cowboy hats, shit kickers and spangled Manuel suits returning from a Paris, France shopping spree", the song was also the basis of the two issues of Rickett's **International Cowgirl Magazine** published by Caliber in 1992.

Having won the 2000 Klasky Csupo screenwriting contest – organised by the creators of *Rugrats* and *Duckman* – with *Whiskey Dickel, International Cowgirl*, Ricketts chose to turn his screenplay about a rodeo queen, astronaut, diplomat and movie star into a comic after the intended animated project failed to materialise.

Published by Image, the black and white graphic novel is illustrated by Mike Hawthorne, who adapted the forthcoming *T3* movie for Beckett Entertainment.

***Whiskey Dickel**, priced $12.95, ships on August 6.*

*Above the cover to Image's 120-page graphic novel, **Whiskey Dickel, International Cowgirl**; art by Mike Hawthorne.*

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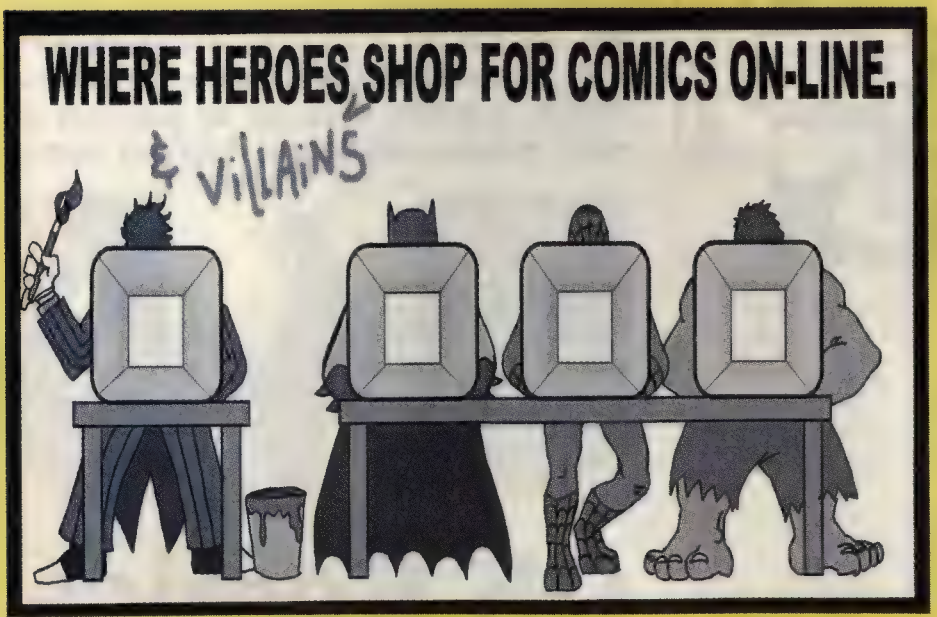

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Squadron Supreme gets MAX makeover

J MICHAEL Straczynski is reviving a Marvel team that started out as an analogue of DC's Justice League of America.

Introduced in **Avengers** #85 [1971], the Squadron Supreme went on to be used by writer Mark Gruenwald to address the concept of superheroes in a real world setting. The team's 1985 12-parter predates Alan Moore and Dave Gibbons' **Watchmen** in that regard.

Having already dealt with the idea in his Image/Top Cow series, **Rising Stars**, the *Babylon 5* creator and current **Amazing Spider-Man** writer is taking another shot at the topic, this time for Marvel's mature readers MAX imprint.

Joining Straczynski on **Supreme Power** – which is set outside the Marvel Universe – is his **Midnight Nation** penciller Gary Frank.

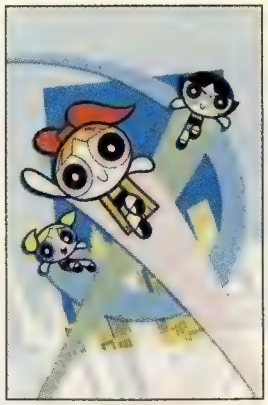
The writer likens the new series to his previous collaboration with Frank. "There's something going on in **Supreme Power**, a strong emotional core, that pulls me in every time I sit down to write it. It's got an edge, it's profoundly sad in places, and weirdly funny in others. Some elements are bound to be a bit controversial, but that's part and parcel of telling this particular story. Emotions are, for me, the whole point of telling a story, and those who've read **Midnight Nation** as it slowly revealed itself know what I'm talking about."

*Above: **Supreme Power** art by Gary Frank.*

● An 88-page special edition of **Supreme Power** #1 includes Gary Frank's character sketches and other behind-the-scenes material.

***Supreme Power** #1, priced $2.99 (regular) and $4.99 (special), ships on August 6.*

NEWCOMER 88 MPH Studios is moving extremely fast. Just weeks after announcing it had gained the rights to the 1984 movie, Ghostbusters, *the Canadian publisher has moved in on another cult film franchise from the 1980s. Its latest acquisition is* Tron, *the groundbreaking 1982 feature, which pioneered the use of computer-generated graphics. While 88 MPH plans to publish comics based around the computer game environment of the movie, its first release is to be a four-parter inspired by the forthcoming* **Tron 2.0** *computer game. This is set 20 years after* Tron *and features the son of the movie hero as he explores the Tron universe. Although no creative team has yet been announced, the mini is scheduled for late this year with the first of the movie-based titles lined up to follow next Spring. It is understood by* **CI** *that 88 MPH's rights may be limited to the USA and Canada.*



DC opts for manga format

UNDERSCORING the growing importance of the book trade to US comics publishers and of the manga-sized digests within that market, DC is to launch a line of 5x8" trade paperbacks featuring readily recognisable Warner Bros and Cartoon Network characters.

The series launches with two **Powerpuff Girls** collections. These are to be followed by such other titles as **Scooby Doo**, **Cartoon Network Presents** and **Justice League Adventures**.

The Powerpuff Girls volume 1: **Titans of Townsville** and 2: **Go, Girls, Go!** reprint issues #1-5 and #6-10 of the monthly comic. They ship on September 10, priced $6.95.

Raijin goes monthly

GUTSOON Entertainment is changing the frequency of its hugely successful black and white manga anthology.

Less than a year after it launched as a weekly, **Raijin Comics** is go monthly. The change takes effect with the September-shipping #37.

Seemingly an indication that weekly titles do not work in the US market – DC's 1988 experiment with **Action Comics** lasted only 42 issues – Gutsoon claims the move is as a result of consultation with retailers and readers.

When it goes monthly, **Raijin** is to gain an extra 16 pages and its price is to rise by a dollar to $5.95.

In Brief

DC IS rush-releasing a trade paperback collecting all three issues of **The Titans/Young Justice: Graduation Day**.

The 80-pager includes the mini written by Judd Winick and drawn by Alé Garza and Trevor Scott as well as eight-page stories from the first issues of the recently relaunched **Teen Titans** and **Outsiders**. Priced $6.95, the softcover ships on July 30.

SIMON Furman has resigned from his position as Titan Books' senior editor to concentrate on his freelance writing career.

With his new series, **Necrowar**, launching from DreamWave in July, the fan-favourite **Transformers** writer left the London-based publisher – where he was in charge of its graphic novels and comics reference lines – on June 27.

Furman's replacement is Nick Jones, Titan's former **Memorabilia** editor.

SHOCK Rockets creators Kurt Busiek and Stuart Immonen are developing a prestige format *Elseworlds* project for DC.

A four-parter, **Superman: Secret Identities** is currently scheduled for 2004.

WITH the future of the newly-launched animated TV series rumoured to be in jeopardy, Humanoids has cancelled its one-shot *Stripperella* tie-in.

Written by Stan Lee – creator of the TNN/Spike TV show – and drawn by Harry Crane, the $2.99 comic was to have shipped in June.

VIZ has acquired the rights to Nobuhiro Watsuki's *Rurouni Kenshin* and will begin serialising the black and white manga in the US edition of **Shonen Jump** in November.

The San Francisco-based publisher is also planning to collect the samurai saga in a series of trade paperbacks to be launched in 2004.

ALTHOUGH no details have been released, **CI** understands that Ray and Ben Lai are no longer drawing **Thor**.

Apparently Scott Eaton – who previously followed the brothers onto CrossGen's **Sigil** – is to take over as penciller of the Marvel series.

STEVE Ellis is illustrating one of two one-shot tie-ins with White Wolf's ***Vampire the Masquerade*** shipping from Moonstone in August.

The **Crimson Dynamo** artist is drawing the 48-page **Isabel**. Written by Jason Henderson, the black and white comic is priced $4.95 as is **Lucita**, which is written by Bryan Edwards and Mike Reynolds with art by **Wonder Woman**'s Chris Marrinan.

X3D TECHNOLOGIES has acquired the rights to use Marvel superheroes as the basis for a series of 3-D comics aimed at computer users. Although no date has been announced for the first wave to ship, the company plans to launch its line with six different comics, two each featuring Spider-Man, X-Men and the Incredible Hulk. Each $4.99 title comes packaged with special X3D glasses and a mini CD-Rom that contains one complete comic that plays on either PC or Mac formatted computers.

Dark Horse grabbed by Japanese horror

DIGITAL Manga is teaming up with Dark Horse to bring three distinctly different manga to the US market.

Through a co-publishing deal, the California-based corporation – which says it serves as a catalyst for the expansion of Japanese pop-culture institutions into global arenas – is to launch **The Ring** as the first in a line of digest-sized 5x7" trade paperbacks in the traditional Japanese left-to-right format.

Written by Hiroshi Takahashi and drawn by Misao Inagak, the title adapts Koji Suzuki's horror novels about a cursed video which results in the death of anyone who views it. The books have also been the basis of two movies; one Japanese, one American.

The 304-page first volume ships in November as does Yasuhiro Nightow's 360-page **Trigun** Book One *[see art above]*.

The basis for a subsequent anime, this manga features Vash the Stampede aka the Human Typhoon who travels a desert world seeking absolution for his past by helping those in distress he encounters along the way.

Bram Stoker

Following in December is another manga that birthed an anime: **Hellsing** by Kouta Hirano. This series kicks off with a 208-pager priced $13.95 and is a continuation of the story set up in Bram Stoker's 1897 novel, **Dracula**.

Set in modern-day England, it centres on Hellsing – a secret organisation established years ago to protect Queen and Country from monsters of all shapes and sizes – and focuses in particular on one of its agents, who happens to be a centuries-old vampire named Alucard.

CGE hoists Jolly Roger

Crux *team of Chuck Dixon and Steve Epting launches El Cazador to sail Seven Seas with pirate ship's female captain as focus of historical drama*

CG ENTERTAINMENT is reviving an all-but forgotten comicbook genre and putting Chuck Dixon at the helm.

The first pirate title from a mainstream publisher since the early 1950s, **El Cazador** launches with a 48-page issue. This is drawn by the writer's **Crux** penciller Steve Epting while one of CGE's latest signings, ex-**Azrael** artist Sergio Cariello, moves in to replace Epting on his previous title.

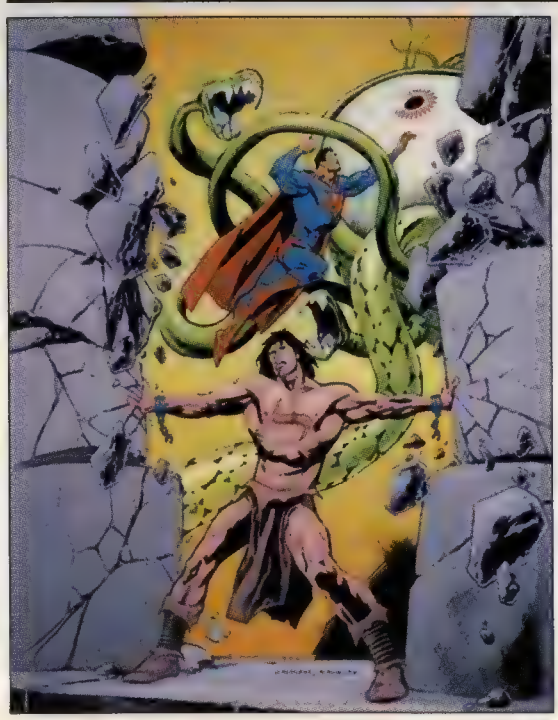
"**El Cazador** is set in the 1600s, and is a period pirate adventure set on Earth in the past – so we'll be seeing the Caribbean, the African Coast, the pirate rounds – all of that," Dixon explained. "We're in the middle ground between strict historical accuracy and an Errol Flynn movie. We'll be buckling many swashes."

The writer continued by explaining the comic's title, which translates from the Spanish as 'the [masculine] hunter.' "El Cazador is the name of the ship of Captain Sin, a lady pirate. She's a Spanish Donessa who turns to the pirate trade when some of her family is kidnapped by a villainous pirate, Blackjack Tom. So El Cazador is what she renames her ship, because she is hunting for her family."

Adding that Sin's mission is not going to be an easy one, Dixon added, "It's the 1600s, and the main mode of large-scale transportation is sailboats, so it's going to take a while. But along the way, of course, there will be all kinds of pirate adventure – maroonings, headhunters, boarding parties and all of that."

El Cazador *#1, priced $2.95, ships on September 3.*

Above: Steve Epting promo art for ***El Cazador****.*



Above: John Buscema and Kevin Nowlan's cover art for the 64-page ***Superman: Blood of My Ancestors****.*

Kane's last work released

SUPERMAN: Blood of My Ancestors has proven to be a memorial to Gil Kane.

The last comic drawn by the artistic visionary and co-creator of the Silver Age Green Lantern and Atom who died in 2000, the 64-page prestige format one-shot also features art by former Marvel mainstay John Buscema, who passed away last year.

Inked by Kevin Nowlan and written by Steven Grant, the story follows the Man of Steel as he recalls his ancestral memories while facing an alien menace that feeds on them.

Superman: Blood of My Ancestors*, priced $6.95, ships on September 10.*

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In Brief

ROARING Studios has acquired the rights to a *Dragonlance Heroes* novel, Richard A Knaak's **The Legend of Huma**.

The prose spin-off from the long-established role playing game is being adapted for Image Comics by Brian Augustyn, the editor of the now defunct **Dragonlance** title that DC launched in 1988.

Currently unscheduled, the miniseries is illustrated by **X-Man**'s Mike S Miller and the Brazilian **Purgatori** artist Al Rio.

WILL Pfeifer has signed an exclusive two-year contract with DC.

Currently writing **H-E-R-O** – the recently launched 21st century version of the Silver Age *Dial H for Hero* concept – Pfeifer is also taking on **Aquaman** as of the December-shipping #15. He replaces Rick Veitch on the monthly series.

COMICSONE is to release a prose version of artist Shizuru Hayashiya's **Onegai Teacher**, which translates as **Please Teacher**.

To be released in October, the novel is priced $7.95. Described as a comedic love drama – the manga has already been adapted to anime.

DC HAS hired Ken Lopez as its first lettering art director.

After 14 years as a freelance letterer, Lopez is joining the company to develop new lettering styles and fonts as well as to hire a new group of staff letterers. His appointment comes as part of a DC initiative to develop a totally digital production workflow.

TOKYOPOP is to publish Tatsuya Hamazaki and Rei Izumi's **.hack//tasogare no udewa densetsu** in the US as **.hack//Legend of the Twilight**.

Currently slated for release are three 192-page trade paperbacks, each retailing at $9.99. The first black and white volume is scheduled for September 9.

CGE'S next **Archard's Agents** one-shot is **The Case of the Puzzled Pugilist**. No creative team has been assigned to the currently unscheduled **Ruse** spin-off, which will spotlight former prize fighter Peter Grimes.

MOONSTONE is to release a 136-page softcover collecting an Epic four-parter from 1993.

Created and written by Stefan Petrucha – who wrote the Chicago-based publisher's recent **Kolchak the Night Stalker: Devil in the Details** one-shot – his **Lance Barnes: Post-Nuke Dick** is drawn by Barry Crane. The $16.95 trade paperback ships in September.

Gaiman's 1602 secrets revealed

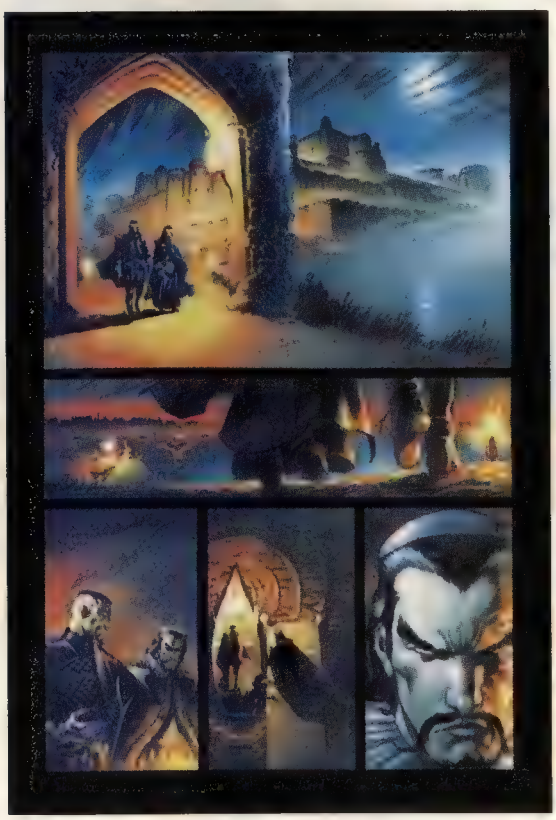
ENDING months of speculation and rumour, Marvel has announced details of **1602**, **The Sandman** writer Neil Gaiman's first Marvel Universe project.

The title indicates the year in which the eight-parter is set as events bring about the the genesis of the Marvel Universe 400 years earlier than actually happened.

Gaiman insists the series is neither an *Elseworlds* nor a **What If?** story. According to the writer – who said editor-in-chief Joe Quesada tried to persuade him to write the next **Secret Wars** – how the world got that way and how the heroes can get it back to how it should be is revealed as the series unfolds.

1602 features analogues of most Marvel heroes introduced prior to 1969. Among the major players are Sir Nicholas Fury – head of Queen Elizabeth's Intelligence – and Dr Stephen Strange, her court physician and magician.

Also featured is: Carlos Javier, who gives sanctuary to many of the 'witchbreeds' who are being persecuted by the Inquisition, and a mysterious treasure – which may be a weapon of some kind – attracting the attention of such people as Count Otto Von Doom.



*Pictured: Andy Kubert interior art from **1602** #1, digitally rendered and coloured by Richard Isanove. The 40-page issue ships on August 6, priced $3.50.*

Image plucks Feather from Marvel

DISGRUNTLED with the way his **Eden's Trail** mini was handled by Marvel, Steve Uy has brought his latest project to Image.

Discussing the six-parter with **CI**, the writer/artist said, "**Feather** is the story of two close friends, one a full-blooded dragon called Leeka, the other a half-breed named Sehven."

Dragonslayer

"There's a catch to their relationship, though: Sehven wishes nothing more than to become a dragonslayer and fulfil a lifelong promise he made to his father," he added. "Unfortunately, on the continent of Rakkon, in an age far removed from the medieval times typically associated with such creatures, dragons are believed long extinct."

*Pictured: The cover to **Feather** #1 (top) and an interior page from the same issue (above); art by Steve Uy.*

Uy said the story of **Feather** revolves around Sehven's efforts to achieve his goal, how Leeka plays a part in his quest and the consequences he must face after finally accomplishing what he has set out to do.

"**Feather** isn't a typical mainstream book, with superheroes and spandex and leather, nor is it the typical fantasy book, with magic and monsters and a war happening in the background," Uy explained. "This is a story of two characters trying to stay friends after a very unfortunate situation."

***Feather** #1, priced $2.95, ships on August 6.*

UK indie creators get boost from Comicraft

ACTIVE Images is to expand its publishing programme to include a line of black and white trade paperbacks reprinting UK material that has not had widespread exposure in America.

The subsidiary of lettering giant Comicraft has just released a 144-page edition of Al Davison's autobiographical **The Spiral Cage** and has David Hine's horror title, the 208-page **Strange Embrace** *[cover right]* ready for publication in July. Ilya's 112-page **Skidmarks** is set to follow in November.

British-born Comicraft head Richard Starkings told **CI**, "I'm sure it's of no surprise to anyone that I have a British sensibility, and not much of an interest in publishing superheroes, but perhaps I can put what I've learned about the American comicbook industry in the 15 years I've lived here to good use, on behalf of a number of talented British creators who don't get the respect they so richly deserve."

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Newcomer tells tales of Georgia

A RECENT graduate of the Savannah College of Art and Design is making his comics debut with a 48-page shot of southern storytelling.

Ben Towle's first comics work is the black and white **Farewell Georgia**, a four-story anthology for Slave Labor Graphics.

Discussing the project, the writer/artist told **CI** the 8½x11" one-shot is a collection of folk stories and tall tales from the American south retold in comics form.

"Why folk tales?" he asked rhetorically. "As with most children of military families, during my early years I was never in one place for very long. Largely as a result of this, I think, I tend now to be drawn to the history and culture of the towns in which I have lived since then. When I realized that I would soon be moving away from Savannah, Georgia, where I had been living for some years, I embarked on the project that would become **Farewell, Georgia**.

"Nothing reveals as much about a culture as its stories," Towle explained. "Stories embody a unique blend of constancy and malleability: you can hear the same tall tale at a bar in Troutman, North Carolina or at a truck stop in Tuscumbia, Alabama, and while the plot may be the same, the details and flourishes that drive the story are as unique as the person telling it. So, wanting to capture the distinctive character of the environment I would soon be leaving, I sought out four stories that were unique to Georgia, yet possessed the universally appealing narrative underpinnings that give good folk tales much of their appeal."

***Farewell, Georgia**, priced $6.95, ships in August.*

Waid off Fantastic Four

DESPITE increasing sales on the title by more than 20% with his first 10 issues, writer Mark Waid has been fired from **Fantastic Four** after refusing to take the series in a new, management-dictated direction that he felt uncomfortable with.

The surprise replacement is Roberto Francisco Aguirre-Sacasa, an up-and-coming playwright and comics newcomer who takes over the $2.25 Marvel flagship title with January-shipping #509.

● **CI** understands that Waid's collaborator on the series, penciller Mike Wieringo, may elect to quit the comic at the same time as the writer.

True crime comes to Oni

Green Arrow** inker Ande Parks makes writing debut with **Union Station** graphic novel following in footsteps of **Torso** and **Road to Perdition

UNION Station is the latest entry in the true crime genre, one that blends fact with fiction, much as has been done with **Torso** and **Road to Perdition**.

The 112-page Oni graphic novel is based on an incident that occurred in Kansas City, Missouri in 1933 when the attempted rescue of a petty criminal from police custody ended in a massacre. Rumour had it that Pretty Boy Floyd was involved.

Speaking about the project, writer Ande Parks told **CI**, "After the Union Station massacre, there was a public outcry for a strong authority to step up and end the country's rampant crime problem."

Hoover's agency

"A young man named J Edgar Hoover answered the call, insisting that his agency could stop organised crime, if only he were given broad new powers," added Parks. "He was given everything he asked for, and proceeded to abuse those powers for decades. I hope readers will see a similarity to what's happening in America now.

"The larger theme, and the one most easily condensed to a 'high concept' involves the characters struggling with the choice between what is best for them and what is best for the common good. Simply put, it's about the futility of attempting to deny your own nature."

Parks, better known as the inker on DC's **Green Arrow**, is making his writing debut with **Union Station**, which, he says, opens with the massacre itself. "The first act introduces the characters and leads them to the scene of the shooting. From there, the book follows each of the main players as they deal with the aftermath.

" Both sides of the law are covered, as well as a couple of witnesses, Charles and John Thompson," he added. "Charles Thompson is a reporter, and he becomes aware that the truth about the massacre is not being told. When he starts to investigate, though, he finds that the pursuit of the truth carries a heavy price."

MR. MILLER.
..VERN
IT'S MY DINNER HOUR .. MY RESTAURANT..
SOME MIGHT EVEN SAY MY TOWN.
IS IT TOO MUCH TO ASK, OF SOMEONE INTERRUPTING MY DINNER, THAT THEY ALLOW ME TO SPEAK?
WE HAVE A NICE TOWN, HERE, VERN.
YOU KNOW THAT AS WELL AS ANYONE
A MAN GET'S TO KNOW THE RIGHT PEOPLE, HE CAN MAKE A LIFE FOR HIMSELF HERE
A NICE QUIET LIFE

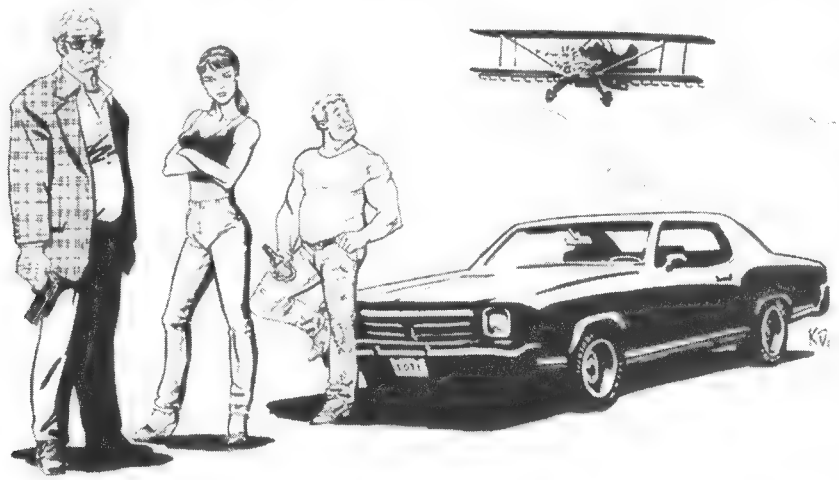
*Above and top: Eduardo Barreto pages from **Union Station**.*

Moral dilemma

"The climax of the book deals not only with what became of the massacre's historical figures, but also with Thompson's moral dilemma," the writer concluded.

The graphic novel is illustrated by Eduardo Barreto – the Uruguayan **Shadow Strikes** artist – who told **CI** the project was the most challenging of his career. "It is a real story, with real people involved, they must talk, look and act like real people, no superhero visual effects or shortcomings and besides it's a black and white book, something that I haven't done in a long time."

***Union Station**, priced $11.95, ships on October 15.*



1973 Don Siegel movie inspires graphic novel

A CONVERSATION about movies has resulted in an AiT/Planet Lar graphic novel about a bank robbery gone wrong.

"The good guys, lovable losers through-and-through, knock over a bank used to launder mob money," Fraction – who also wrote **The Annotated Mantooth** for AiT – told **CI**. "This makes the mob unhappy and they seek expeditious recompense.

"The story came about from shootin' the shit with publisher Larry Young," he explained. "We were talking about the kinds of movies we liked, and why weren't there more comics like those, and one thing begat another."

Charley Varrick

"This was in the shadow of 9-11, and it looked as though mass media were going to dictate what was and wasn't acceptable entertainment," he continued. "So taking a cue from the Don Siegel film *Charley Varrick* – the original title of which was *Last of the Independents* – and dozens of others, I tried to write a book to mimic the kind of experience those films gave me as a viewer."

The graphic novel, which the writer describes as being in the mould of the down-and-dirty action films of the 70s, is set in the great desert of the American southwest. "There's no back story, per se, other than you've got a gang of three looking to start over. They're not looking to be fabulously wealthy; they just want enough cash to hit the reset button."

Fraction added he hoped that, stylewise, the 112-page comic is an action movie with a brain and a heart. "I didn't want to fashion some sort of glib, Michael Bay-type explosion-porn, but instead get back to character driven pulp action in a way that I don't feel comics do very often."

The Getaway

Working with Fraction on **Last of the Independents** is former **Avengers** artist Kieron Dwyer.

"While I have a large comics collection to which I can and do refer when helpful, I used very little from comics for reference on this," he told **CI**. "I watched great old movies like *The Getaway* with Steve McQueen, and Matt's inspiration for this story *Charley Varrick* – starring Walter Matthau in a role written for Clint Eastwood, as well as checking out anything with Lee Marvin, James Coburn or Eastwood. Also, I bought a bunch of books featuring movie posters from various decades, especially focusing on the '70s."

*Pictured: Promo art for **Last of the Independents** (top) and interior art from the AiT/Planet Lar graphic novel; art by Kieron Dwyer.*

***Last of the Independents**, priced $12.95 ships in July.*

Panini strengthens its Marvel link

THE ITALIAN corporation which owns the licensee of Marvel comics in Britain has extended and expanded its relationship with the US publisher.

Panini – the primary international distributor of Marvel Comics content, has agreed to the existing contract being extended by two years, to 2006.

Under the new arrangement, Marvel is to receive substantially higher minimum annual guarantees effective immediately and extending through the term of the contract, which represents Marvel's largest – non-toy – international licensing agreement to date.

Based in Modena, Panini translates Marvel material into 10 languages, distributing its non-English editions to most of Europe and to South and Central America. Its contract encompasses comicbooks, trade paperbacks, encyclopedias and graphic novels.

"Lost" Warrior story resurfaces

AVATAR'S continuing trawl through Alan Moore's archives has turned up what would have been the writer's first published horror story, had it seen print in 1982.

Originally intended for **Warrior**, *Nightjar* was to be illustrated by **Luther Arkwright**'s Bryan Talbot but the serial was never completed.

Avatar has commissioned Talbot to now complete the strip for which he had partially pencilled and inked only a few pages 20 years ealier. The story is actually the first chapter in a planned serial but it is the only episode that Moore wrote.

Avatar is to publish it in the 40-page first issue of the black and white three-part **Yuggoth Cultures and Other Growths**. It will be accompanied by the full text of Moore's script as well as an article written by Talbot explaining the background and the text of a 10-page letter written to the artist, in which the writer sets out his thoughts and feelings on the strip he was about to write.

***Alan Moore's Yuggoth Cultures and Other Growths** #1, priced $3.95, ships in September.*

TEEN Titans *creator Bob Haney is making a rare return to comics to write* ***The Teen Titans Swingin' Elseworlds Special*** *for DC. The 48-pager is drawn by* ***Atomic City Tales*** *creator Jay Stephens and Mike (****X-Statix****) Allred* [see below]. *Scheduled for later this year, the special features the above cover by acclaimed 1960s* ***Teen Titans*** *artist Nick Cardy.*

WHITHER GOEST THOU?? A BEAUTEOUS EXAMPLE OF A GODDESS?? THE ARCHETYPE OF FEMININE POWER FROM A FORGOTTEN ISLE??
WHITHER GOEST THOU?? THE HYPERION OF SPEED, THE SUAVE EPITOME OF VELOCITY, THE PARAGON OF MOTION...??
WHITHER GOEST THOU?? A CHARISMATIC COMMANDANT OF THE DEEP, THE APEX OF AQUATIC ACTION??
TEEN TITANS
AND WHITHER GOEST THOU?? THE LITHE AND LIVID - DYNAMIC OF THE ULTRA-TAUT BOWSTRING, THE EPITOME OF ACCURACY WITH ANY KIND OF ARROW...??
TWANNG!
WHITHER GOEST THEY?? THEY ANSWER THE CALL OF ANOTHER TEEN WHO HAS SUMMONED THEM... SO BEGINS AN ADVENTURE WE DARED NOT PRINT 'TIL NOW, THE FLABBERGASTING TRUTH BEHIND YESTERDAY'S BLOCKBUSTING NEWS, THE REALITY NO ONE EVER TRIED TO PUBLISH, THE ULTIMATE!!

ibooks adds manga

IBOOKS publisher Byron Preiss considers manga to be the most popular comics style today and is backing that belief with the launch of a line of manga graphic novels.

First up is **Sunn**, which ships in October. Written by the line's editor, Steve Roman, the title is illustrated by Kevin (**Vampi**) Lau. A blend of Japanese visual style and American superhero narrative, it is followed almost immediately by the first part of **Icaro**. A science fiction adventure, this two volume collaboration between Jean Giraud aka Moebius and manga writer Jiro Taniguchi concludes in January.

Real-life murder inspires Epic's third

"THIS is the most brutal book Marvel has ever published," Daniel Way told **CI** when discussing **Gun Theory**. The third title from the creator-owned Epic imprint, the four-parter follows **Trouble** and **Crimson Dynamo**.

The honest truth

Asked what inspired the idea, the writer recounted the story of a friend of his, who worked in a pawn shop. "One night, two guys held the place up, tied up my friend and the other guy working there and beat them to death with a golf club. Only thing these pieces of shit got from the robbery was a couple hundred bucks and some handguns. They still haven't been caught."

Way, who is also writing **Venom** for Marvel, added the mini could be set in any city in America because there are people everywhere motivated by desperation, money or ignorance.

"This was actually a very easy book to write," the writer stated. "I wanted to tell this story. This is the honest truth. This is what a life of violence gets you. This book is for real. It's honest.

"I'd like to open some peoples' eyes," he explained. "Show them that waving a gun around doesn't make you big, it doesn't make you hard and it sure as hell doesn't make you a hero."

Above and top: Jon Proctor interior art from ***Gun Theory*** *#1.*

The four-parter tells of four days in the life of Harvey, a contract killer. He is so good at his job that his very existence is questioned by legal agencies. But Harvey has a problem – he has met a woman. One who he can't shake out of his head. If he slows down to be with her, his chance of dying goes up... way up.

Gun Theory is drawn by Jon Proctor, who illustrated **Cold Boom**, Caliber's 1999 one-shot and more recently pencilled the backup in **Batman: Gotham Knights** #40.

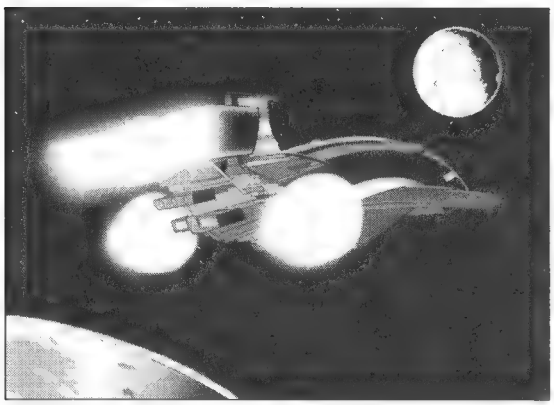
Bad Press

Way, a recipient of the Xeric Grant in 2000 for his and J P Dupros' **Violent Lifestyle**, is using his Marvel income to fund Bad Press, a publishing co-op aimed at helping mini-comic and zine creators to get their wares published.

The writer said, "We're looking for creators with the passion, tenacity and drive to produce independent books, period. If you can do that, we can help you by giving you a break on the printing costs."

Gun Theory *#1, priced $2.50, ships on August 20.*

*J TORRES and artist Mike Norton are reuniting for a second story of Jason and his giant robot, Chiron. Following on from 2002's **Birthquake** four-parter, the Shimmer City hero and his cybernetic pal tackle Egyptian mechs, freaky looking aliens and a mysterious beam of light in Oni's 112-page **Jason and the Argobots II: Machina Ex Deus**. The black and white softcover ships on August 27, priced $11.95.*



Ellis's anti-Star Trek

ACCORDING to Warren Ellis, **Switchblade Honey** can be described as *The Dirty Dozen* in space or the anti-*Star Trek*.

The writer says he wrote the 88-page AiT/Planet Lar graphic novel, "because I've always wanted to see people smoking in a spaceship and shouting abuse at each other."

Drawn by LucasFilm illustrator Brandon McKinney, the black and white softcover reveals how the Solar System is overrun by an alien race and how the US military is forced to resort to guerilla tactics to force the Cahsta's withdrawal.

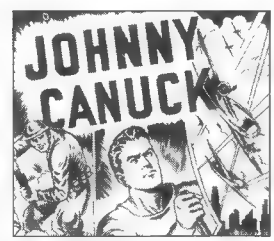
As AiT explained it, Earth, losing its first war in space, pins its last hope on giving a new vessel to a crew of naval officers court-martialed for dissent – a crew just as likely to abandon Earth to the alien Chasta and the weapons they make out of stars.

***Switchblade Honey**, priced $9.95, ships in July.*

Les Barker 1923-2003

LES Barker died in Toronto on May 8. He was 79.

Born Leo Bachle in 1923, his most famous creation, Johnny Canuck, was introduced in **Dime Comics** #1 [1942]. Other superheroes for Bell Features followed, including Wild Bill, the Brain and the Invisible Commando until, in 1944, the Toronto-born writer/artist began working for US comics. Finding it more competitive, he left the industry in the 1950s, changed his name, and became a night club entertainer and actor.



*Above: The first appearance of Leo Bachle's Johnny Canuck from **Dime Comics** #1 [Bell Features, 1942].*

He is survived by his wife Lucy Bachle, children Danny and Suzanne and five grandchildren.

CI #159 competition winners

IN **CI** #159, ten readers were offered the opportunity to each win a copy of Titan Books' new **Art of X2** special hardcover. The winners were:

Darren Andrews, Fareham
Bill Collins, Willenhall
Julian Goford, Battersea
Sajid Hussain, Crookfur
Stephen James, Shoreham
Paul Leong, Swindon
R Lowke, Wednesbury
David Rustage, Prestatyn
John Steele, Bosham
James Waite, Eastbourne

Reader votes scored the 10 most popular sections of **CI** #159 as:

1 News International (21.9%)
2 Reviews (10.4%)
3 Movers & Shakers (8.1%)
3 Frame to Frame (6.8%)
5 Advance Listings (6.3%)
6 X2 competition (6.2%)
7 Q&A (5.3%)
8 Networks (5.0%)
9 Sez Dez (3.9%)
10 Novel Graphics (3.8%)

Again, the majority of you didn't have a "least popular feature", thanks. But obviously a love or hate section with readers, Novel Graphics made it into the Top Ten this month, but also topped Least Favourite with 18.6%

In Brief

IMAGE has cancelled **The Moth**, intended to ship this month, after being approached by Marvel's lawyers regarding the alleged similarity of the character's death's head skull logo to that of the Punisher.

Despite this, writer/artist Steve Rude is now negotiating for the 48-page one-shot to be published by Dark Horse.

BOP! collects all the stories Alex Robinson omitted from his 608-page **Box Office Poison** trade paperback.

Shipping from Top Shelf in October, the 88-page softcover is priced $9.95. The black and white collection includes the writer/artist's contributions to various SPX/Expo anthologies as well as a mono version of 1999's **Box Office Poison Kolor Karnival**.

PROMETHEA #27 has been delayed until August 13.

Written by Alan Moore with art by J H Williams III and Mick Gray, the $2.95 issue of the America's Best Comics title was scheduled to ship on July 23.

ANOTHER of Moore's ABC titles is running even later.

The concluding chapter of his second **League of Extraordinary Gentlemen** six-parter has also been rescheduled for August 13. Although the $3.50 comic was solicited to ship on June 11, the Kevin O'Neill-illustrated series was originally announced as being a monthly title, starting on July 24, 2002.

SHUTTING the stable door after the horse has bolted, Marvel has changed the rating on its **X-Men: Phoenix – Legacy of Fire** mini from *PG+* to *Parental Advisor: Explicit Content* in response to retailer complaints.

A Mangaverse series by Ryan Kinnaird, the $2.99 three-parter premiered in May. As a result of the change, it is now returnable.

COMICSONE is moving all its kung fu graphic novels to a quarterly frequency.

At the same time it is increasing the size on the translated Chinese titles by 40 pages – 30 of them story – to 160 while the price goes up by $1 to $14.95. The change begins in August with volume 5 of Ding Kin Lau and Andy Seto's **Story of the Tao**.

DAMON Hurd and artist Pedro Camello's self-published **Uncle Jeff** is to be re-issued by Alternative Comics.

Shipping in August, the $3.95 black and white comic – the first title in the writer's **beta** series – is to be followed by the three-issue **A Sort of Homecoming** and then by **A Strange Day** and **The White Elephant**.

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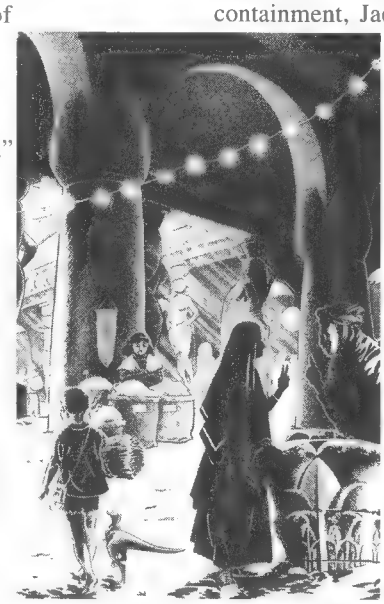
Carla Speed McNeil: Finders Keepers

Novel Graphics by Paul Gravett

Highlighting the latest and best in graphic novels

READING her series **Finder**, I can understand why **National Geographic** magazine is Carla Speed McNeil's favourite reading and reference tool. For all its layers of increasing weirdness, the world McNeil is constructing in **Finder** is not so very far removed from our own in all its wonder and diversity. As her character Marcie, an aspiring writer reminiscent of a young McNeil, puts it, "The strangeness of the world, the mere possiblities, they were so exciting to me."



In **Finder**, the ancient and the futuristic are part of everyday life. Races, faiths and tribes maintain their specific customs, whose meanings are often lost in time. Technologies are lurching ahead largely unchecked but traditions and nature somehow survive. And amid all this, family lives, relationships and individuality are as baffling and fascinating as ever.

Finder is an ensemble piece, but McNeil has come up with a charismatic leading man. Jaeger Ayers is a Finder, born – if not made – to be a supreme tracker. He first appears curled up fetus-like inside a man-sized bowl, held aloft by a huge Ganesha elephant statue in the desert.

Waking up, stretching, yawning, bleeding from a wound to his side and striding off into the badlands, Jaeger exudes an animal physicality and a cocky confidence that masks his vulnerability.

McNeil clearly loves drawing the male face and figure, capturing his shifting facial expressions and musculature. She lavishes special care to delineate his body hair, the most sensuous in American comicbooks since Neal Adams' Batman.

Yellow-eyed, Jaeger turns up unexpectedly like a neighbourhood cat. He is a loner and nomad, one of the last of his people, who keeps himself apart and yet is driven to help others. In spite of his wanderlust and self-containment, Jaeger finds himself drawn back periodically to the crowded melting pot of the city of Anvard and to the troubled Grosvenor household. Though he never stops with them for long, they are the nearest equivalent he seems to have of a family.

Some of the mysteries of Jaeger's origins and his interventions into the lives of the dysfunctional Grosvenors form the backbone of **Sin-Eater I** and **II**, the first two of the four **Finder** graphic novel collections.

For McNeil, the mixing of races, tribes and even species, within relationships and within individuals, is a recurring issue. The marriage of Brigham and Emma Grosvenor has been torn apart by the stark differences between their clans and by Brigham's reign of psychological abuse over his wife and three children.

Jaeger finds himself caught between the two parents. He is recruited by Brigham, fresh out of prison, who desperately wants to be reunited with his estranged family, while Jaeger remains a secret part-time lover of Emma and inately protective of her and her kids.

To this predicament, Jaeger has to bring his gift, when as a young man he chose to become a Sin-Eater, an almost Christ-like scapegoat who takes on a guilty person's sins and the punishment they are due for them. Good intentions, however, may not prove enough.

Jaeger heads out on the road again in the third volume, **King of the Cats**. To make a bit of money, he's guarding pilgrims being transported to Munkytown, a supposed holy city to which hordes of people feel obliged to bring their children at least once. On one level, this setting allows McNeil to send up the theme-park excesses of religion and the gullibility of the public. It is also here that she embroils Jaeger in a web of inter-tribal disputes, which discloses more about his roots and his ambivalence towards his people. Alongside this she develops the complex society of lion people that give the book its title.

Talisman, the fourth and latest collection, is her best to date. This is McNeil's meditation on the power of reading and writing. She achieves this through her endearing character study of Marcie, youngest of the three Grosvenor kids. Marcie longs to find her first favourite book, scavenged and read to her by Jaeger but since discarded, perhaps forever. Thwarted in her search, she grows up with the desire to write her own. McNeil contrasts this love of books with a plausible near-future, in which few people still bother to read old-fashioned print. After all, paper yellows and rots, and besides reading is bad for the eyes. It's so much easier and more stimulating to access multimedia via skull computers and jacks plugged directly into your brain.

Marcie's mother, Emma, has such a vivid imagination, she loses herself inside her own head. She has turned this into a way to earn a living, by hooking cables up to her head to transmit her inner worlds to recording devices for others to download. Marcie, on the other hand, wants to move people with her words, the way that first book moved her. In their ways, what also drives both mother and daughter is their need to cope with the emotional damage wrought by Brigham, now violently disturbed and under constant home care.

McNeil applies the craft of comics superbly, sweeping from domestic detail to fantastical vista, from sensitive interaction to satirical slapstick. She concludes each book with footnotes and sketches, illuminating the rich backstories behind each panel.

McNeil is creating some of the most sophisticated and satisfying science fiction in comics, and she will be talking about her work at the Caption comic festival in Oxford (*www.caption.org*) on August 2nd & 3rd. Once you start looking, there's always more to find – and there's always more to **Finder**. Find out at *www.lightspeedpress.com*

I LOVED MY MOTHER. SHE WAS LIKE THE QUEEN OF THE FOREST IN THE STORY.
IN MY BOOK IT SAID THAT HER NAME, "EMMA," MEANT "GRANDMOTHER" OR "ANCESTRESS." I DIDN'T SEE HOW SUCH A SHORT NAME COULD MEAN TWO DIFFERENT THINGS, BUT I WAS EAGER TO FIND OUT.

Top left: Carla Speed McNeil's fictional city of Anvard. Above: Marcie Grosvenor and her mother share a tender moment in ***Talisman.***

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Cable guy plans to take second stab at making Big Bang with Image movie

Mike Conroy's Frame to Frame

Charting the latest news between comics and the screen

THE KNIGHTS of Justice are getting another shot at movie success but you'll be forgiven for never having heard of them let alone not knowing they'd even had a first go. Written, produced and directed by Philip R Cable – who also appeared in the film – their 2000 leap to the screen was actually a direct-to-video hop that remains one of the more obscure comics-based productions of recent years.

This time Cable – who played the evil Dr Cortex in *Knights of Justice* – is looking to bring the heroes of **Big Bang Comics**, Gary S Carlson and Chris Ecker's Image title, to the big screen. But it's difficult to see how the adaptation of what is basically a homage to Golden and Silver Age comics will fare in today's market, especially given the public's demand for more realistic superheroes, especially on screen.

Cable heads up AAA American Entertainment, a producer of what it describes as "low budget movies with big profit potential". Among its recently-completed but unreleased productions are *Battle Beast*, a martial arts flick, the erotic thriller *Shadow Love* and *Lisa Todd's Hollywood Fantasies*, which AAA describes as a sexy comedy. With that kind of background, it's more likely its *Knights* remake will end up resembling the 1943 *Captain America* serial or – even worse – the 1979 TV movies featuring the star-spangled hero, than the sort of SFX blockbuster audiences have come to expect in the wake of such movies as *Spider-Man* and *X-Men*.

Seemingly looking to build a franchise, Cable is also planning a *Whiz Kids* film. This is to feature the team that has been described as the Teen Titans of the Big Bang Universe.

"The movie is about four young superheroes who are part of the Whiz Kids project," explained Cable. "This project has been set up by the Knights of Justice to train young superheroes in the proper use of their super powers. Any trainee who shows enough promise might possibly become a member of the Knights."

Cable has signed Noell Neill – Lois Lane from the *Adventures of Superman* TV series that ran from 1953-57. The movie focuses on the acrobatic Galahad, the ultra strong Thunder Girl, the super-fast Cyclone, and Kid Ghost, who can become invisible or intangible.

Well, there's nothing like being ambitious and these two movies get added to a production schedule that includes such gems as *Frankenstein Force*, *Amazon Factor*, *Jaclyn Hyde* and *Battle Beast 2* as well as, seemingly, a *Knights of Justice* TV series.

Breath-holding begins here.

Harry Potter in tights

Getting back to the idea of young superheroes, **Zoom's Academy for the Super-Gifted** has been picked up by Revolution Studios for Team Todd and Underground Films.

The title – which first appeared in 2001 from Astonish Comics – is now self-published by writer/artist Jason Lethcoe's Academy of Comics. Described as *Harry Potter* in tights, it focuses on a young girl who is enrolled at the academy where she trains to be a super-powered crime-fighter.

The link with J K Rowling's young magician will certainly raise the project's profile and any hint of a parallel with Xavier's Academy for Gifted Children will do it no harm either.

It's an interesting if not particularly innovative concept, but it could do well in the right hands. Just look at the success of the *Harry Potter* movies.

Superhero history

It's nice to get the chance to view a project prior to release and, thanks to the History Channel, I've just spent an enjoyable 90 minutes watching a special which hits cable and satellite in the UK at 9.30pm on Sunday, July 20.

IF YOU think the above picture of a goalkeeping Bruce Lee is wacky, stick around. First it's not Lee but a lookalike. He's a member of the cast of Shaolin Soccer, *a Hong Kong movie that mixes the Beautiful Game and kung fu. What's it got to do with comics? Well, in the time honoured British comics tradition of featuring strips that add football into everything from World War II to science fiction and westerns, ComicsOne is releasing the manga adaptation of the film in August. The full colour* ***Shaolin Soccer*** *volume 1 is 128-pages and priced $13.95. If it works, perhaps they'll reprint Football Family Robinson next.*

To call *Comic Book Superheroes Unmasked* fascinating would be a massive overstatement as it imparts very little that most comics fans wouldn't already be aware of, but it is well-researched and treats the subject matter with respect without indulging in fannish sycophancy.

It certainly stands head and shoulders above *Mutants, Monsters and Marvels*, the boring Stan Lee interview by Kevin Smith that's been airing on Sky recently, particularly in terms of entertainment and presentation.

Ditko's Spider-Man

Lee is among those interviewed for *Unmasked* during which he admits Steve Ditko would present him with completed **Amazing Spider-Man** stories for him to only have to script. That and an interesting revelation about **Wonder Woman** creator William Moulton Marston's personal life are among the titbits offered up during the programme.

If there is a major criticism of the show it is that it concentrates almost exclusively on Marvel and DC heroes but, for all that, it's a satisfying synopsis of the evolution of the comics medium's major genre from 1938 and Superman to date.

With one eye on contemporary events and their impact on the industry, it covers the lows as well as the highs with attention given to Dr Fredric Wertham and the effect **Seduction of the Innocent** had on comics in general as well as the growth of the direct market – with comics shops referred to as private clubs – the speculator boom/bust era of the 1990s and Marvel's descent into bankruptcy.

Postcards from Oz

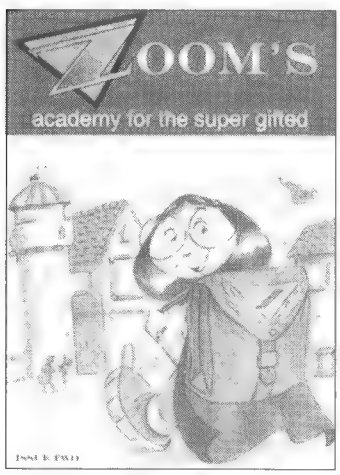
Unmasked spotlights many major superheroes, offering potted biogs taking in not only their origins but also the circumstances surrounding their creation and other insights.

Here there is no hero worship. The Silver Age Green Lantern is described as having lots of power but no personality while Captain America is said to brood like a star-spangled Hamlet.

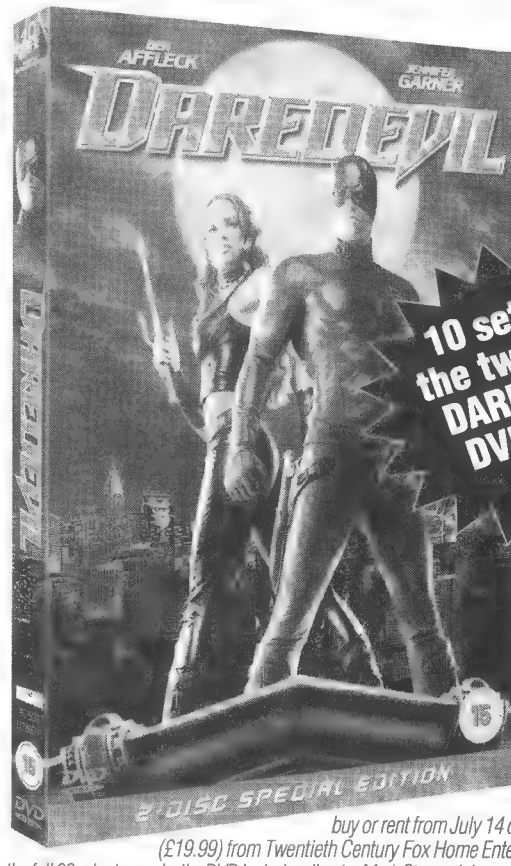
On the other hand, *Unmasked* says Luthor was transformed into the most evil thing in the world... a 1980s businessman and the Punisher is described as fitting the '80s like a .44 bullet in a Magnum chamber.

Others luminaries who feature in the programme alongside Lee and Smith are Will Eisner, Jim Steranko, Neil Gaiman – who describes reading comics as like getting postcards from Oz – Joe Quesada, Paul Levitz, Denny O'Neill and Frank Miller, who admits to stealing Eisner's Sand Saref story "from top to bottom".

Unmasked is certainly positive. Although Steranko suggests electronic comics are the way of the future and Lee advocates the continuance of paper, while Levitz merely observes, "[comics] on a very, very good day are art, on an ordinary day, escapism."



Above: The cover to the second issue of Academy of Comics' ***Zoom's Academy for Gifted Youngsters****; art by Jason Lethcoe. Left: The Knights of Justice from the video of the same name. Pictured are Thunder Girl (Sandra Kuhn), Knight Watchman (Allen Woodman), Masker (Lorin Taylor) and Ultiman (Michael Constantine).*



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UNCUT and available to buy or rent from July 14 on video (£14.99) or DVD (£19.99) from Twentieth Century Fox Home Entertainment. In addition to the full 99 minute movie, the DVD includes director Mark Steven Johnson's full-length commentary and an enhanced viewing mode that leads to multi-angle segments and deleted scenes. The second disc includes the hour long Beyond Hell's Kitchen *making of the movie documentary, two further documentaries, three featurettes, an HBO Special, Jennifer Garner's screen test (!), music videos and more. To win a free DVD set, simply answer the following question:*

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b) Battling Jack Murdock
c) Roaring Rupert Murdock

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The winners will be selected and announced in Comics International #163

Please also complete the following:
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___ NETWORKS
___ Q AND A
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The clock is ticking

Talking Shop with Stephen Holland

Reminding people there's a real mainstream out there

As more people look to bookstores for the future of comics, noted retailer Stephen Holland of *Page 45* argues in his new **CI** column that – with a little thought and intelligence – any comic store can beat the book chains hands down.

HERE'S a joke for you: A woman walks into a comic shop and says: "Hey! Isn't it clean in here?" There isn't a punchline.

The joke, sadly, is on us – those of us who love this medium know what wonders it is capable of and wish to high heaven that it had a wider audience. The woman in question was Robyn Moore (wife of **Strangers in Paradise** creator Terry Moore), the shop was Page 45, and as I looked up from her warm, glowing eyes, I spied a cigarette wrapper rustling in from the pavement. She'd been to many comic shops in her travels, and this was the cleanest she'd seen.

It says way too much about our industry that a given in any other retail environment – basic cleanliness – is too much to be expected. Never mind customer service, stock control, product knowledge, merchandising, window design or shop floor layout, we cannot even manage cleanliness. No wonder publishers are looking elsewhere for their link to prospective readers.

> **"You can't just sit behind the counter waiting for the sales."**

One such outlet publishers have been investigating with a modicum of success is the bookstore. The problem is that however natural the combination of books and comics are under the same roof – as compatible surely as DVDs are to music – bookstores do not yet have the knowledge to proactively sell this material to existing customers.

And in this industry the material does need selling. You can't just sit behind the counter waiting for the sales to come to you, because unlike film, music, games or even prose, there is a comparative paucity of information out there.

If you walk into a Virgin Megastore, the chances are you already know what you're after. You've heard it on the radio, seen it on TV, read a review in **NME**, newspapers, even gaming magazines, or heard it down the pub or club. With comics you've no idea what's on offer, especially if you're completely new to this medium.

And that's what we need: newcomers, the Real Mainstream. We want the hard, cold currency of the 99% of the population we've yet to begin fleecing.

Why haven't we started? Because the Real Mainstream – the average man and woman on the street who enjoys adult fiction, biography, politics, romance, fantasy and humour in books, films or on television – has yet to come into contact with material they're interested in, packaged in an accessible format, and sold in a professional environment they feel comfortable in. But they could. Because that material is freely available for any retailer to buy now and keep permanently in stock.

When Page 45 opened over eight years ago, our stock check of trade paperbacks – which we count every week, then reorder so none sell out – came to something like 200 titles. It now runs to over 2,200 different books.

There really is a comicbook for everyone. And by everyone I include 80 year-old blue-rinsed Tories, because as Bryan Talbot is fond of reminiscing, he saw us promote then sell a copy of his book **The Tale of One Bad Rat** to just such a woman. And she rather enjoyed it.

Why is the rise of the trade paperback so important? Well, do you walk into Virgin Megastore (I hate to name check corporations, but I mentioned them once so I might as well be consistent) and buy the middle ten minutes of a film on video? No.

If you're anything like me you can't even be arsed to make sure you're in every week to watch the whole of *24*. I've missed a couple of *West Wing* episodes this season, despite never seeing a finer series on TV. But I know I

can buy the lot on DVD, so I don't have to be in to see them.

Equally, with the trade paperback you have a reprint collection designed to be kept in print and kept in stock, so that anyone can walk in off the street at any time and buy material produced any time over the last century. Just like a prose book. It even looks like a prose book: it has a spine and everything.

The importance of this cannot be overstated. I'll come back to it in a second. Let's get to where I've been going: comic shops. There is absolutely no reason why comic shops are not the best venue to sell comics in. We don't need the newsstand to do it for us, nor the book stores. We can do it ourselves. After all, we're the ones with the product knowledge. We just need the right shops, run by the right people.

I know this, because we've done it. Every year except one that Page 45 has been open, our takings have risen between 8 and 15%. Have the prices gone up by this much every year? No – in fact the cost of the average trade paperback this year has come down by a quid. Have all our existing customers become this much wealthier every year? No, I regret to say they haven't. Nor has our competition, such as it is, decreased; in fact another sci-fi store masquerading as a comic shop opened just the other year, across the street.

I can honestly tell you – for I work on the shop floor and love every single second of it – that each week we see more and more of the Real Mainstream strolling in and buying (sometimes with little persuasion)...

Palestine (journalism)
Tony & Me by Georg Bush (political satire)
Pedro & Me (biography)
Jimmy Corrigan (fiction across the generations)
Sandman (mythological fantasy)
From Hell (historical crime fiction with a socio-political bite)
Ghost World (contemporary fiction)
Safe Area Goradze (more journalism)
Ring of the Nibelung (opera!)
Stray Bullets (crime)
Mutts (comedy with pets, even your Grandma's going to love that one)
Perfect Example (alienated youth – is that a genre?)
Johnny The Homicidal Maniac (cute dead things – and that *is* a genre!)
Ultimates (widescreen action adventure without the gaudy trimmings of most superhero fodder and – bonus here surely – not written by a complete gibbon!)
Gemma Bovery (romance/comedy of middle class manners)
30 Days of Night (throwaway b-movie horror – hey, I never said the entire mainstream was discerning, just look at the music charts).

Then there's **Blood Song**, **Akira**, **Good-Bye Chunky Rice**... You get my drift. I'm not going to list the *Thousand books most accessible to the Real Mainstream in the widest of genres imaginable*, but dammit I could.

How does this happen? Why do the Real Mainstream come into Page 45 and buy comics when they're (apparently) not doing so in any significant quantities elsewhere in the UK?

Are Nottingham's citizens more peculiarly inquisitive than anywhere else in the country? Do you think it's something in the water? Or do you perhaps think I'm lying? (I swear, we should do a live web feed to prove once and for all that our customer base is actually 405 women. Women! And no, 405 isn't good enough, but at 40% it's 40 times higher than most other places on either side of the Atlantic.)

So what's the oh-so-mysterious cause of this freakish phenomenon? Easy. We act like a professional book shop, we stock like a professional book shop, and we look like a professional book shop. In fact, nine years ago we consciously stole our entire design from Waterstones, right down to horizontal black wooden book plinths in the middle of the floor. The result? We feel familiar. And that's where the format of the trade paperback comes in.

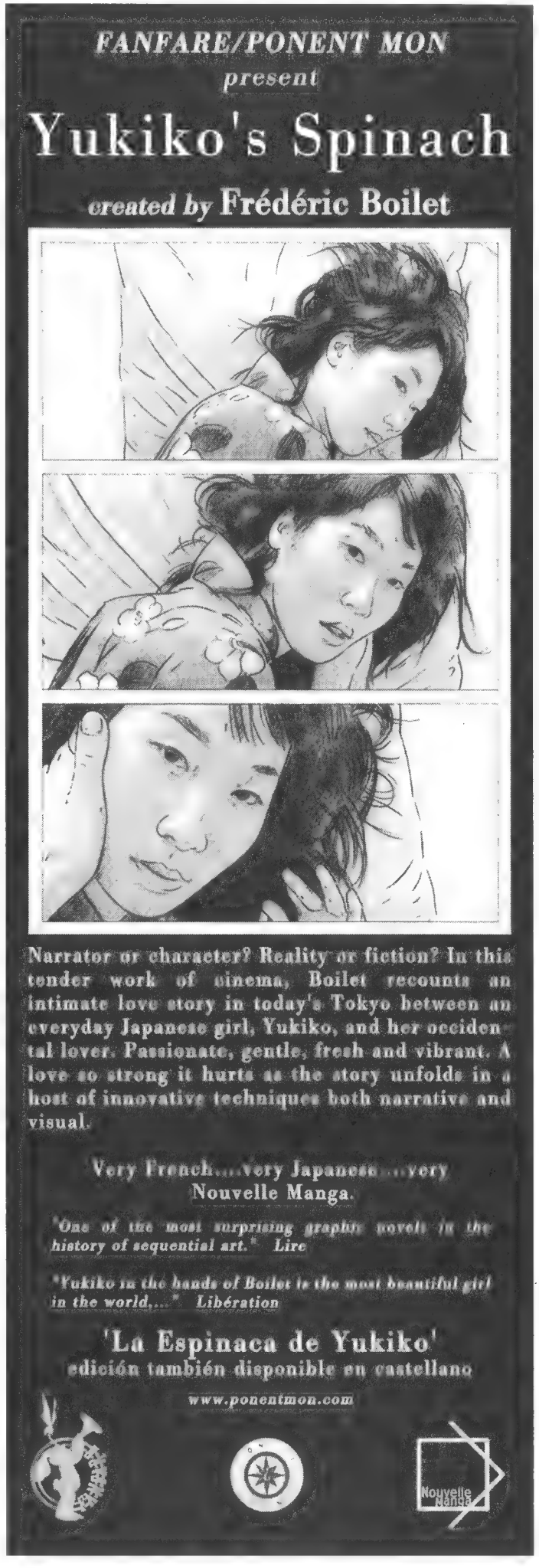
"There is absolutely no reason why comic shops are not the best venue to sell comics."

When a new member of the public perfectly used to browsing through book stores wanders curiously into Page 45, they feel comfortable. Because they're surrounded by books – with covers and spines – laid out on black wooden shelves and black wooden plinths, lit from above by a halogen glow, and set on a rich burgundy carpet (which, parenthetically, we've vacuumed!). It's all reassuringly familiar.

So instead of running scared when they open the books and discover pictures as well as words, they linger just long enough to become fascinated, and for us to casually cast: "If you have any questions, just shout."

And when they do ask, well, that is such a great feeling.

There is, of course, a little more to it than that. You keep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fantasy and comics out of your name, so that you don't fall foul of the stigmatic preconceptions the general public holds before they've had chance to see that that comics have moved on (Scott McCloud described the name Page 45 as "Style positive, content neutral"), you don't put comics in the window, you actually design it (same reasons), you keep the monthly pamphlets and all superhero material waaaaay at the back... and you don't sell *Star Wars* action figures.

You greet with affection not attitude, and, if given the opportunity, ask where their interests lie in other media so that you can tailor on-site recommendations. You publish illustrated *Recommended Reading* brochures for potential customers to take away, so that they're not overwhelmed but have something to read in the comfort of their home. And you play Beethoven.

OK, I'm kidding about the Beethoven. But you see, there is no mysterious trick. This need not be a freakish phenomenon. It's all just common business sense which retailers in other industries have got licked before they even begin to consider opening.

"We act like a professional book shop, and we look like a professional book shop."

Yes, there's that information drought that I mentioned earlier, but a couple of simple strategies like those touched on above, and a logical racking of material by genre and author; and you've got that gap plugged as well.

It could be replicated in almost any other city in this country (although personally I'd plump for one with at least one university to get you off with a minimum initial target audience), and in spite of what **Comics International**'s Dez Skinn has claimed, the results would be the same. Why should Page 45 succeed in Nottingham and no one else succeed in Glasgow? Bristol? Edinburgh? Brighton? Manchester? No earthly reason whatsoever.

And do you know what the effect would be if this happened? Sales of quality material like **Optic Nerve** would be so high that Adrian Tomine could afford to make it his full-time job and produce more comicbooks, from which those existing comic shops (comic shops, mind, not sci-fi kiddie merchants) could make even more moolah.

And that's why, from our very beginning, I've been pushing in public – in the pages of **Cerebus** and whoever else will disseminate the information – for some decent competition.

I'm not a corporate man, and I don't want a chain. I like the fact that we're individuals in direct contact with our public. That's why we've freely given out any information others might consider trade secrets, even offered and gone on to help others with particular strategies when they wanted to follow suit.

Because not only do we stand to make more money through others' successes, but I would dearly love to see a time when creators, even as prominent as Eddie Campbell, actually made a decent living from their works.

Can you believe that Eddie, the artist of **From Hell**, had to cancel his comic magazine **Egomania**? Why, you ask? Because it wasn't stocked in enough comic shops. That's the only reason. If the public saw it, they'd buy it. I know. We stocked it, they bought it.

It really doesn't have to be this way.

Historically, the only reason we in the UK and the US have failed to maintain the same level of market penetration as in Europe is that for the last 30 years comic shops here have been run by amateurs whose sole, juvenile obsession has been the superhero genre. If bookstores were run by grubby gits on a ramshackle floor, and stocked nothing more than the latest instalments of long-running sci-fi sagas, the book trade would be in an almighty mess.

But it's us that's in a mess, and it's all so unnecessary. It is entirely reversible.

All we need are the right comic shops, selling the right comics in the right way. Come on, who can't make money from 2,200 trade paperbacks?

With mainstream coverage of creators like Sacco and Ware in the mass media currently at an all time high, this is the perfect time for comic shops to come into their own.

It may also be the last. Because if we're not careful, publishers will find someone else to sell their wares, they'll be big chains, and then we'll really have some competition.

It's way past time for us to clean up our act, before the book stores steal the whole bloody play.

Stephen Holland runs Page 45 in Nottingham with Mark Simpson and Tom Rosin. This article first appeared in Ninth Art <www.ninthart.com>, the online comics magazine for the discerning reader. The article remains the property of its author.

Comment

Comics International, 345 Ditchling Road, Brighton BN1 6JJ

Comment is a forum to enable fans and professionals alike to express their personal points of view on aspects of the comics industry. As such, the following opinions do not necessarily reflect those of this publication, but space will be given in subsequent issues to well-reasoned opposing views. Submissions are edited only for grammar, clarity and brevity.

Comics: better now than ever

Comment by David Robertson via e-mail: d1robertson@hotmail.com

COMICS are actually better now than they ever have been. Sure, the Top 100 doesn't show this, but then again, does anyone look to the Top 40 singles chart for what good music is coming out after they've turned 15? Are people unable to create their own lists of good comics?

I find myself feeling disgusted rather than sympathetic when I hear people are giving up on the medium because of 'boredom with current comics'. How short-sighted of them.

Why do so many leave their teens and simultaneously leave behind comics? I went through it myself; reaching the age of 17, I noticed that the slew of comics I was reading every month had actually become pretty boring to me. But, I didn't decide comics en masse were boring at this point, just the ones I was buying. It was merely time to look for new titles. The problem faced at this stage is that comics and superheroes are interchangeable for the majority of people (comics readers or not). So when superheroes don't tickle your fancy (any more), this is invariably construed as meaning that neither do comics. This false limitation on what comics can do is infuriating.

However, the step of looking outside the superhero genre seems beyond most readers (ex-readers). I have come to the conclusion that these people never liked comics, only superheroes.

Once they 'grow out of' their interest in superhero comics, fuelled by power fantasies, or whatever other psychological nonsense is dredged up to explain their reading habits (as if it were a mental disorder) they head on to **The Sun** or **The Guardian**, or Oscar Wilde or whatever else they feel is 'worthwhile' reading.

Perhaps a list of good comics is required if so many people are leaving because they can't find good work. I have been thoroughly impressed with the following: **Black Hole**, **Bone**, **The Castaways**, **Fleep**, **Forlorn Funnies**, **The Goon**, **Halo and Sprocket**, **Hopeless Savages**, **Incredible Hulk**, **League of Extraordinary Gentlemen**, **Magic Whistle**, **My Uncle Jeff**, **Oddballz**, **Patty Cake and Friends**, **Rubber Necker**, **Sweatshop**, **Three Days in Europe**, **Tom Strong**, **Tony Millionaire's Sock Monkey**, **True Story Swear to God**, **Truth: Red, White and Black**, **Where Hats Go** and many more.

All of these comics have been out in the last year alone and yet there is apparently 'boredom with current comics'. What on earth is wrong with people?

Developing comics concepts

Comment by Richard Domar, Wolverhampton

ARE any comics fans familiar with the term 'developed'. I very much doubt it in connection with TV and films, considering the amount of verbal diahorrea spouted about *Daredevil* and others.

I was watching *Birds of Prey* and right at the start it says "Developed for TV". What this means to anybody with an ounce of brain matter is that the characters featured in the programme may well bear no relation to the characters in the comicbooks.

I've chosen *Birds* as the most recent print to screen example. In this show Batman and Catwoman had a daughter called Huntress who with Barbara Gordon as Oracle and a school girl Dinah make up the Birds. Barbara was shot by The Joker and is in a wheelchair. This is the only similarity between comic and show. The other two characters have been 'bastardised' to fit whatever the show's developers want.

What I'm leading up to is that every single comics character that

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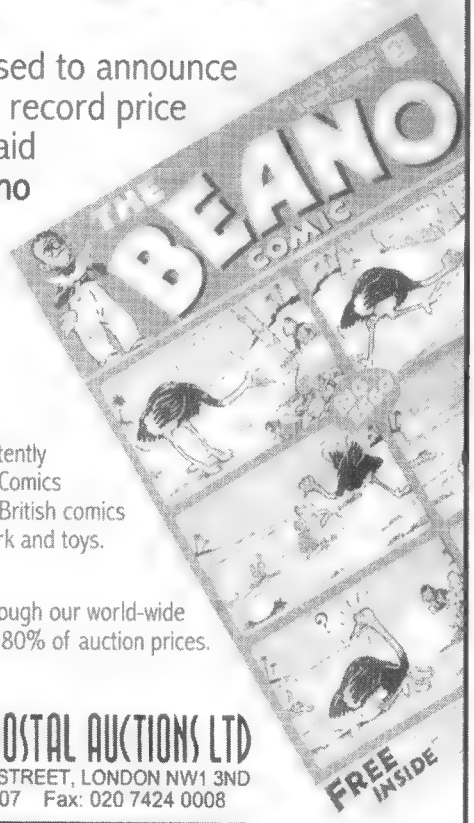

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has ever appeared, whether in film or in a telly series, has been developed for that medium. So just because Daredevil kills a rapist, big fucking deal; it's simply another development for the screen.

Comics fans have totally unrealistic expectations. In fact I know they do. Remember *The Incredible Hulk* with Bill Bixby? TV calling him David Banner? Everyone was disgusted at the 'developers'. That show simply had no bearing on the comic except in name only.

It was likened to *The Fugitive* and *The Invaders* and something else – I forget what. *Wonder Woman* as depicted by hot totty Linda had some similarities, but nobody really cared because she looked stunning in that outfit. As for *The Amazing Spider-Man* with Nicholas Hammond, the least said the better. The comedy *Batman* series with the 'WHAM!', 'POW!' stuff was a joke.

Feature films were a bit better. The *Superman* and *Supergirl* films were reasonable entertainment at the time. TV's *The New Adventures of Superman* was quite good with the cliffhanger plots. My memory of *The Flash* is very sketchy but I do remember it was must-see TV.

Then came *Dr Strange* (totally forgettable) and *JLA* (totally boring and silly) and *Captain America*, which was so bad it's probably a cult movie now. I hated *Nick Fury: Agent of S.H.I.E.L.D.* because I can't stand David Hasselhoff. He wasn't very believable either and I got the impression he was passing time just for his paycheck.

Many people slagged *The Punisher* with Dolph Lundgren, but as an action thriller it had some great moments. I enjoyed it because I didn't care about any of the discrepancies between comic and movie. I also enjoyed *Steel*, *Spawn* and *Witchblade* all of which I was totally unfamiliar, only reading the comics after I'd seen the films. Although *Steel* was probably dire stuff.

Which brings us almost up-to-date. *Spider-Man* with Tobey Maguire was very enjoyable, the fact that his love interest was Mary Jane and not Gwen Stacy would have got me on my high horse were I one of those pick-pick-picky twats. Even though I'd still like to see Aunt May tagged, bagged and planted. Finger nails on a blackboard I can handle, but this character simply grates on my nerves.

Conclusion time: Books, those things with lots of words and no pictures, are adapted for the screen and often the finished product bears no relation to the original.

Comics fans should accept developments by other media are inevitable and should enjoy the films and TV shows for what they are: another form of entertainment.

Any similarities are incidental.

Comics on a roll? A toilet roll!

Comment by Charles Knight, Manchester

I RECENTLY went to the comics shop and picked up a few things. While I was there I decided to pick up **Uncanny X-Men** 425 to see what Chuck Austen was doing with it (haven't read the title in years).

Anyway I'm reading it on the toilet and after finishing what could well be the worst comic I've ever seen, I decide to throw it in the bin. But then the muse strikes me and I used the pages to wipe my arse.

It's a great feeling knowing that you got SOME value from a worthless object. You should try it yourselves some time.

Chuck away letters pages

Comment by El Sloano, co-creator/editor Freedom Collective

I'VE just bought **US War Machine 2.0** #1 and being a huge fan of Chuck Austen's previous **US War Machine** comic, dashing off a letter of comment to the book's editor was a foregone conclusion until I remembered that Marvel doesn't 'do' letters pages any more.

While this may be a good idea for some books Marvel puts out, where fans write in only to say how 'kewl' last issue was, this does seem another nail in comics' coffin.

Look at the letters page in a comic like **Powers** by Brian Michael Bendis – it's brilliant. Or even Erik Larsen's **Savage Dragon** letters pages. Lengthy replies, flippant or otherwise, from the comics creators really help to build up additional interest in a book as well as showing fans that their opinions are welcomed. Say, didn't Stan Lee first do this in the Sixties at... um... Marvel Comics?

If letters pages have to go in order to keep costs down and allow more advertising, that's OK but if editors took more notice of the way people like Larsen, Bendis or even Dave Sim do letters pages, fans would feel like they had some kind of stake in a title and its future.

In the meantime, let's all mail or e-mail our favourite comics but not actually write anything – just something like Re: Ultimates #12 and leave the rest blank.

Dick Domar was right; removing letters pages really is disrespectful!

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370 NM-. 18 00
370 FN+. 13.00
371 FN-.. ..... 10.00
372. VG+. 8.00
372 .VFN- 14 00
373..FN- 10 00
373..VG+. 8 00
374..FN- 10.00
375. VG 7.20
376..VFN 14.25
376..VG+ 6.60
377..FN-.. ..... 8.70
377. VG 6.60
378 .VFN-. 14.25
378..VG+.. ..... 7.50
380 .VG+ 7.50
380 VG 6.60
381 G-... ..... 2.50
382. VFN- 14.25
382. VG+ 7.50
383-384..VG 6.60
386..VG- 5.50
387..FN 10 75
387..FN- 9 00
389 .FN- 9.00
393-394. VFN 13.50
397..G 3.60
411. FN+ 9.75
426 .NM- 9.00
427 .VFN 6.90
428..VFN 27 50
429..VFN 13.00
430..FN+ 9 75
433..G 3.75
433 VFN 18.00
434 FN 8.60
434 VFN- 12 25
436..VFN- 12 25
438..VFN- 12 25
439..FN+ 10.50
469 NM 1.25
470..VFN- 0.85
473..VFN- 0.85
473..FN+ 0.85
474..NM 1.00
474..FN+ 0.65
480 .NM 1.00
480 .VFN 0.75
481 .NM 1 00
481..VFN 0.80
482 NM 1.00
482 VFN+ 0.80
483..NM 1 00
483..VFN.. ..... 0 80
484 .NM 1.00
484 VFN 0.80
486-487..NM 1.00
487 .VFN 0.80
488..NM 1 00
488..VFN 0.80
489..FN 0.65
489. NM 1.00
489..VFN+ 0.90
490..NM 1.00

Adventure Comics One Shot
(1999 One Shot)
1..NM 1.50

Adventures in the DC Universe
(1997-present)
4, 7-8..NM 1.25

Adventures of Superman
(1987-present, previously Superman)
425. FN+ 0.70
425-426..NM 1.00
427..FN+ 0.70
427-429..NM 1.00
429..VFN- 0.70
431 NM 1.00
434..NM 1.00
436..NM 1.00
439..NM- 0.90
439..VFN 1.00
442..VFN.. ..... 0.75
443..NM 1.00
443..VFN+ 0.80
443..VFN- 0.70
445..VFN- 1.05
446..NM 1.50
447..VFN+ 1.20
449. NM 1.00
451-452..NM 1.50
457-459 .NM 1.50
460..NM 1 00
461..NM 1.50
462..NM 1.00
464-465 .NM 1.00
466..NM 1.50
467..NM 1.00
468..NM 1.50
469-470..NM. 1.00
470..VFN- 0.70
471..NM 1.00
471 VFN+ 0.80
473 VFN 0.75
477. NM 1.00
479..VFN+ 0.80
483-486..NM 1 00
486. VFN- 0 70
487 NM 1 00
487..VFN 0 75
492..NM 1 00
495..NM 1.25
496 .NM 1.00
497 FN 2 95
497 NM
(2nd Printing) 2 50
497. NM 4.95
498. NM- 2 25
498..FN 1.50
498. NM 2.50
499..NM 1 00
500..NM
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501 NM 1 75
501 NM
(Deluxe Edition) 2.75
505..NM
(Standard Edition) 1.00
505. NM 2.00
505. VFN+ 1.60
506-516 NM 1 00
517..NM 1.25
518-530 NM 1 00
532-544. NM 1 00
548-549..NM 1 25
550..NM 2 00
552-553. NM 1 25
571..NM 1 50
577..NM 1.75
591 .NM 2.00
594 .NM 2.00
599 NM 2.00
600 NM 3.50
602 NM 2.00
604. NM 2 00
609-612..NM 2.00

Adventures of Superman Annual
(1987-present)
1..NM 2.50
3, 5, 7-9..NM 1.75

All American Comics One Shot
(1999 One Shot)
1..NM 1.50

All Star Comics
(1999 2 Issue Ltd Series)
1..NM 2.25

All-American Men of War
(1952-1966)
111..VG- 4.20

All-Star Squadron
(1981-1987)
2 .VG+ 1.60
3..G+ 0.85
8..FN- 1.50
13. FN 1.50
19. FN+ 1.60
20. NM 2.50
24. NM 2 50
33..VFN- 1.75
51-53..NM 2.50
59..NM 1.00

Alpha Centurion
(1996 One Shot)
1. NM 2.50

America vs The Justice Society
(1985 4 Issue Ltd Series)
1..VFN 3.75
2. NM 4.00
4. FN- 2.00

Anarky
(1999)
1..NM 2.50
2-3, 5-7..NM 2.00

Anarky (Ltd)
(1997 4 Issue Ltd)
1-4..NM 1.50

Angel & The Ape
(1968-1969)
2..FN 6 00
7..FN- 4.00

Anima
(1994-1995)
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2-15..NM 1.00

Animaniacs
(1995-1999)
13, 24-25, 27, 30-31, 32, 35-36, 38, 40, 45, 47-50 NM 1.00

Anthro
(1968-1969)
1 VFN- 17 50
1. FN+. 16.25
3..VFN-.. ..... 7 00
4..FN. 6.00
5..FN- 5.00

Aquaman (1989 Ltd)
(1989 5 Issue Ltd Series)
1-5. NM 1.00

Aquaman (Vol 1)
(1st Series 1962-1971, 1977-1978)
61..VFN- 2.45
62..NM 3.00
62 VFN 2.25
63..NM 3.00

Aquaman (Vol 2)
(2nd Series 1991-1992)
1. NM 1.00
2-3..NM 0.75
5-6..NM 0.75
8. NM 0.75
10-12..NM 0 75

Aquaman (Vol 3)
(1994-2000 3rd Series)
0. NM 2 50
1..NM 4.50
2..NM 3.50
3..NM 3.00
4..NM 2 50
5. NM.. 1 50
5. NM 2.50
6-17 NM 1.50
27 NM. 1.25
29-35..NM 1 25
55-57..NM 1 50
61-62 .NM 1 50
68. NM 1 50
70..NM 2.00
74. NM 2.00

Aquaman (Vol 4)
(2002-present)
2..NM 3.00

Argus
(1995 6 Issue Ltd Series)
1-5 NM 0.75

Arion: Lord of Atlantis
(1982-1985)
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Armageddon 2001
(1991 2 Issue Ltd Series)
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Armageddon: Inferno
(1992 4 Issue Ltd Series)
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Armageddon: The Alien Agenda
(1991-1992 4 Issue Ltd)
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Artemis Requiem
(1996 6 issue ltd series)
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Atlantis Chronicles
(1990 7 Issue Ltd Series)
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Atom Special
(1993,1995)
1..NM 1 75
2..NM 2 00

Atom Special, Sword of the
(1984-1988)
3..NM 1.00

Atom, Power of the
(1988-1989)
1 NM 0.75
2-8, 10-17..NM 0.60

Atom, Sword of the
(1983 4 Issue Ltd Series)
2-4 NM 1.00

Atom, The
(1962-1969)
8..VG- 10.00
13..VG+ 9.75
13. VG- 7.20
14 FN+ 15.75
18..VG- 5.00
26..FN+ 9.75
31..FN+. 8.10

Azrael
(1995-present)
1. NM 4.50
8-12..NM 1.75
14..NM 1 75
17..NM 1 75
17 VFN 1 30
18-23..NM 1.75
25. NM 1.75
30-31..NM 1.75
34..NM 1 75
54..NM 3 00
56-60..NM 3 00
63. NM 1 50
68-72..NM 2 00
77-82..NM 2.25
84..NM 2.25
86..NM 2.25
88..NM. 2.25
90..NM. 2.25
93-94 .NM 2.25
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Azrael Annual
(1995-present)
3..VFN- 1.75

Azrael Plus
(1996)
1..NM 2.00

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8-9..NM 1.25

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(1995)
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4-5 .NM 4.00
6 NM 3.00

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(1998 3 issue Ltd Series)
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(2000-present)
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17, 23..NM 2 25
28-34 .NM 2.25

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(1940-present)
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159..VG 17.25
161..G+.. ..... 9 00
161 .VG+ 15 50
183..VG
(2nd Poison Ivy) 10.00
184..VG 7.90
184 VG- .. 6 60
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188..VG+ 6.60
195. FN-. 8 50
201. FN-... ..... 11 00
209. FN 8.40
234..VG+ 23.00
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335 .VFN+ 3.60
340..NM 4.00
363-364 .NM 3.25
401..NM 2.75
407..VFN 2.40
407..VFN+ 2 60
407..VG+ 1 30
409..NM 2 50
415..NM 1 75
415 .VFN- 1 20
416. NM 1 75
419 FN+ 2.60
419. VFN-.. .. .. 2.80
419 NM 4.00
419. NM- 3.60
420. NM 3.75
420..VFN+.. ..... 3 00
421. NM 1 75
423. NM 1.75
423 .VFN 1.30
424-425..NM 1.75
428..NM 3.50
429..NM 2.50
429..VFN+ 2.00
430-433..NM 1.50
433..VFN+ 1.35
434-435..NM 1.50
435 VFN 1 10
435 VFN 1.20
436 NM 2 25
436..VFN+ 2 00
437..NM 1 50
437 VFN+ 1.35
437 VFN- 1.05
437. VFN- 1.10
438. FN 0.90
438-441..NM 1 50
441 NM- 1 35
442 NM 2 25
443-445..NM 1.25
445 VFN 0.90
446-451..NM 1.25
451..VFN 0 90
455-456..NM 1 25
457 .NM 2.75
458 NM 1.25
458 NM- 1.10
459-465..NM. 1.25
465..NM-. 1.10
465. VFN-. 0.85
466. NM 1.25
466..VFN 1.00
467-471..NM 1.25
471..VFN 1.00
472-473 NM 1.25
473..VFN 1.00
474-477..NM 1 25
478..NM 2 00
479 .NM 1.25
479 .VFN 1.00
481-485..NM 1 00
486-487..NM 1 25
488-489. NM... 3 50
490..NM 3 00
491-492 NM.... 2.50
492 VG 0.85
493 .VFN+ 2.00
493 VFN-. 1.75
493 .NM 2 50
494..NM 2 50
495 .FN+ 1 60
495-496..NM 2 50
497..NM 3 50
497..NM- 3.15
498-499. NM.. ..... 2.50
500. NM 3.50
501-504 NM 2.50
505-508..NM 1.75
509..NM 2.50
509 .VFN- 1.75
510..FN+ 1 20
510. NM- 1 55
510 NM 1.75
511 NM 2.50
512-514..NM 1.25
516-521 .NM 1.25
527-528..NM 1.25
530-531 .NM 2.50
534. NM 1.50
535 NM 2.00
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(2002 8 Issue Ltd Series)
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(1997 One Shot)
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Batman: Gotham Knights (Ongoing)
(2000-present)
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28, 34 .NM 2.25

Batman: Harley Quinn
(1999 One Shot)
1..NM 6.50

Batman: Legends of the Dark Knight
(1989-present)
0 .NM 2.50
1 .NM 3 50
2 .NM 2.00
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6..NM 2.00
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14-17 .NM 2.00
19 NM.. ..... 2.00
20 NM 1 50
20..NM 2.00
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31-38..NM 1.50
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47 NM 1 50
50 .NM 3 50
51-53 NM 1 50
55-57 .NM 1.50
62. NM 2.50
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64..NM 1.50
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77..NM 1 50
80..NM 1 50
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119..NM 3 00
121-122..NM 3 00
123-124 .NM... 2.50
126 .NM 2 50
133-134..NM.. 2 00
148 .NM 2.25
151-153, 155. NM 2.25
158, 160-161..NM 2.25
163 NM 2.25

Batman: Legends of the Dark Knight Annual
(1991-present)
1..NM 2.50
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Batman: Manbat
(1995 3 Issue Ltd Series)
1 .NM. 4.95
2-3..NM 4 95

Batman: Movie Adaptation
(1989 One Shot)
1 .NM..... 2.50

Batman: No Mans Land Zero
(1999 One Shot)
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Batman: Orpheus Rising
(2001 5 Issue Ltd Series)
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(2001 One Shot)
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Batman: Penguin Triumphant
(1992 One Shot)
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Batman: Shadow of the Bat
(1992-present)
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1..NM 2.50
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5..NM..... 1 75
7-12 NM . . . 1 50
12 .VFN-... . . . 1.05
13-15 .NM..... 1.50
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20-24..NM 2 50
25. VFN+... ..... 2 00
26..NM 2 50
27 NM 1.50
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35..NM 2.50
36-42. NM..... 1.50
42 VFN 1.20
43 NM. 1.50
43. VFN..... 1.20
44-46..NM 1.50
46. VFN 1.10
47. NM 1.50
49. VFN 1.50
50-51..FN+ 0.95
51..NM..... 1.50
53..NM..... 1.50
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55. FN.. ..... 0.90
57. VFN. 1.10
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90-91 NM 1.50
92-94 .NM..... 2 50

Batman: Shadow of the Bat Annual
(1993-present)
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Batman: Sword of Azrael
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Batman: The Cult
(1988 4 Issue Ltd Series)
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Batman: The Gotham Adventures
(1998-present)
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15, 18, 28, 35..NM 2.00
37-41, 44-45..NM.. 2.00
49..NM. 2.00

Batman: The Killing Joke
(1988 One Shot)
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Batman: The Long Halloween
(1996-1997 13 Issue Ltd)
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Batman: The Ultimate Evil
(1995-1996 2 Issue Ltd)
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Batman: The Untold Legend
(1980 3 Issue Ltd Series)
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(1998 4 Issue Ltd Series)
1-3..NM 1.75

Batman: Turning Points
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27..NM. 2 00
30, 32, 35 NM . 2 25
45-47. NM... . . .. 2.25

Black Condor
(1992-1993)
2, 4..NM 0.75

Black Lightning
(1995-1996 Vol 2)
1-6..NM 1 25
7-12 .NM 1 50

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(1988-1989 3 Issue Ltd)
1, 3..NM 3.00

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147..VG+ 15.00
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148. VG- 9.00
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186-187..VG 2.95
196..G- 1.25
199. FN 5.10
200. VG 3.30
223. FN 3.60
224..FN- 3.00
248..VFN- 1 10
249..VFN- 1.05

Book of Fate
(1996-1998)
1..NM. 2 50
7-8..NM 1 75
10, 12. NM 1.50

Brave & The Bold
(1992 6 Issue Ltd Series)
6..NM 1.50

Brave & The Bold, The
(1955-1983)
51..G+ 17 00
54..VG+
(1st Teen Titans) 52.50
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59 .G+ 9.75
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61..VG 10.00
61 .VG+ 11.50
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64..VG- 8.40
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93..FN+ 14 25
93. VG 7.50
153 .NM 2.00
156 VFN- 1.40

Camelot 3000
(1982-1985 12 Issue Ltd)
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2-3..NM 1.75
4-11..NM 1 50
12..NM 2.50

Captain Action
(1968-1969)
3 .VG- 6.70

Captain Atom (Vol 2)
(1987-1991 2nd Series)
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6-13..NM 0.50
13 .NM- 0.45
14-19..NM 0.50
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29..NM. 0.50
31-32..NM 0.50
34-35..NM 0 50
37-40..NM 0 50
46..NM 0 50
51-54..NM 0 50

Captain Atom Annual
(1987-1988)
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Captain Storm
(1964-1967)
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16-17 FN- 3.50

Catwoman (Vol 1)
(1993-2001)
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29-30. NM 1 50
33 .NM 1.50
37..NM 1 50
42-43..NM 1.50
75, 77..NM 2.50
84..NM 1.75
86..NM 2.00

Catwoman (Vol 2)
(2001-present)
2..NM 3.50
5..NM 2.50
7-10 .NM 2.50
12-15..NM 2.50

Catwoman Annual
(1993-present)
1..NM 3.00
2. NM 2.50
3..NM 2.00

Chain Gang War
(1993-1994)
3, 6, 8 11 NM 1.25
5..NM 1.75

Challengers of the Unknown (Vol 1)
(1958-1973, 1977-1978)
21..VG+ 28 00
27 VG- 15 50
30. G+ 14.25
31..VG- 13.75
34..FN 10 75
34 .VG- 6 00
36. VG 7 20
36..VFN- 15.50
43..VG 4.90
49..VG+ 5 60
51. VG+ 5 00
79..FN- 2.75
80 .VFN- 3.85
81..VFN 1.85
85 .FN+ 1.40
85 VFN 1.60
85 VFN- 1.50
86..NM 4.00

Claw The Unconquered
(1975-1978)
1..VG- 1.50
2..VG+ 1.40
3-4, 6. FN- 1 75

Creeper
(1997-1998)
1 NM 2 50
2 NM. 1 75
4-10 .NM. 1.75
10..VFN- 1.20
11 .NM 1 75

Creeper, Beware The
(1968-1969)
1 .FN 24.00
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3..FN- 13.00
4..FN 15.00
5. VFN 27.50
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Crisis on Infinite Earths
(1985-1986 12 Issue Ltd Series)
1 FN+ 6 50
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7..FN+ 8 10
7. NM 12 50
8 .VFN+ 10.00
9-10 .NM 6.50
11 .VFN 3.35
12..NM. 6.00

Darkseid vs Galactus: The Hunger
(1995 One Shot)
1..NM 4.95

Darkstars
(1992-1996)
0 NM 2 25
1 NM 1 50
2-10 .NM 1 25
14-15..NM 1 25
17-18..NM 1.25
21, 27, 29. NM 1 25
31, 33..NM 1.25

Day of Judgement
(1999 5 Issue Ltd Series)
1. NM 3 00
2-3 .NM 2 50

DC Super-Stars
(1976-78)
7..VG- 1.40
8 VFN- 4 60

DC Two Thousand
(2000 2 Issue Ltd Series)
1-2..NM 5.95

Deadman
(2001-present)
1..NM 3.00
2, 4, 6, 9 NM 2.50

Deathstroke The Terminator
(1991-1996)
0..NM 2 25
1. NM 2 00
2-3. NM 1 50
4-49. NM 1.25
50 .NM 2.50
51-53 NM 1.50

Demon, The (Vol 1)
(1972-1974 1st Series)
15..VG+ 2 20

Demon, The (Vol 2)
(1990-1995 2nd Series)
1..NM 3.50
3..NM 2.00
4-10 .NM 1.25
14 .NM 1.50
15 NM 2 00
16-18..NM 1 25
19..NM 1 50
20-37..NM 1.25
39..NM 1.25

Detective Comics
(1937-present)
0 NM 2.25
243. G 30 00
250. G- 22 00
257-259..VG- 43 00
262..VG 33.50
263..VG 30 00
290-291. VG 23 00
295 VG+ 20.50
295 VG- 15.00
304..VG- 7 80
306-307..VG+ 10 50
308 VG- 7.80
309 VG+ 10.50
309 .VG- 7.80
314..VG- 7.20
314..VG+ 9 75
315 .VG 8 70
315 VG- 7.20
319..G 4.50
322-323..VG 7.90
334-335..VG+ 7 20
340 .VG 7 20
350 .FN 9.40
352..FN- 6.80
352..VG+ 6.60
352..VG- 4 30
355..FN. 7 50
355..VG 5.80
355 .VG+ 6 60
356. FN- 6.60
357. VG 5.80
360 VG 5.80
368. FN- 6.60
368..VG+ 5.70
370..VG+ 5 20
372 VG+ 6 10
374 VG+ 6 10
376 FN- 7 00
379 FN+ 9 75
380..VG+ 5.70
381..G+ 2 85
384..VG- 3.60
394..FN- 6.60
398..FN- 6.00
400..VG 10 00
406..VG+ 6.60
447. VFN+ 4.40
449. FN+ 3.55
474. VFN+ 6.40
475..VFN+ 11.00
477..NM 7.00
477 VFN+ 5 60
478 VFN 6 40
478 VFN+ 6.40
478..VFN+ 7.20
496..VG 1.05
512. FN- 1 35
524 NM 3 00
524 .VG+ 1 20
524 VFN- 2.25
528 FN- 1 35
568..NM 2.25
568..VFN 1.65
569..FN- 2.50
569..VFN- 3.50
570-571. NM 5.00
571 VFN+ 4 00
571 .VFN- 3.50
572 NM 8 00
573 NM 4 00
574 .FN+ 2 45
574..NM 4 00
577..VFN+ 3.60
577..VFN 3.00
579 .NM 1 75
579 .VFN 1 30
580. NM 2.50
581 .FN+ 1.10
581-583..NM 1.75
584. NM 2.50
586..NM 1.75
586..VFN+ 1.55
588..VFN 1.20
590-592..NM 1 50
592 NM- 1 35
593. VFN 1 10
593 .NM 1 50
594-595 .NM 1 50
595. VFN-. 1 05
596. NM 1 50
597..VFN 1 10
598 .NM 5 00
599 .NM 2 50
600 .NM 3 50
601. NM 1 25
601 .VFN 1.00
602 .FN+ 0.80
602..NM 1.25
602 FN 0.75
603..NM 1 25
603 .VFN 1 00
603 .FN+ 0 80
604 NM 1 25
604..NM- 1 10
604 .VFN 1 00
604 .VFN- 0.85
605..NM 1.25
605. VFN 0.90
605..VFN+ 1.00
605 VFN- 0.85
606. VFN- 1.00
606 NM 1.25
607-612..NM 1 25
612. VFN- 0.85
613-621..NM 1 25
621 VFN- 0 85
622-623 .NM 1 25
624. FN+ 0.80
624-626. NM 1.25
627..NM 4 50
628-630 .NM 1 25
631-633. NM 1 00
634 .FN+ 0.65
634..NM 1.00
635..NM 2 00
636..NM 1 00
637-648 NM 1 00
637 FN+ 0.65
649..NM 2.00
650. NM 2 50
651-653 NM 2 00
654-658 NM 3 00
659..FN+ 1.75
659..NM 2 75
660-662 NM 2 50
662. VFN- 1.75
662. VG 1.00
663-664..NM 2.50
664. VFN- 1.85
665 NM 2.50
666 FN+ 1.60
666..NM 2 50
666..VFN 1.85
666..VFN+ 2 00
667-674. NM 2.50
675 .NM 4.00
676..NM 2.50
676..VFN- 1.75
677 .NM 1 75
678-681. NM 2 00
682 .NM (Deluxe Edition) 2.50
683-686. NM 1 25
691..NM 2 00
695. NM 1 25
712-715..NM 1.25
719 .NM 2.50
721..NM 2 50
730-741 NM 2.50
746 .NM 2.00
748 NM 2.25
749 .NM 2.50
753 .NM 2.00
754 .NM 3.00
757 .NM 2.00
759..NM 2.25
764-765..NM 2.25
767..NM 2.50
768 .NM 2 25
771..NM 2 25
773-774..NM 2.25
775..NM 3.00
777. NM 3.00
779..NM 2 25

Detective Comics Annual
(1988-present)
1 NM 3.50
2 NM 2.50
2 VFN+ 2 25
3 NM 1.75
3 NM- 1.55
4..NM 1.75
4. VFN 1.40
5. NM 2.25
6. NM 1.75
7..NM 2 25

Disavowed
(2000-present)
1..NM 2 00
2-6..NM 2 25

Doctor Fate
(1988-1992)
1 NM 1.00
2-14, 16 NM 0 75
18-21. NM. 0 75
24-31, 33-39 NM 0.75
40-41. NM 1 00

Doom Patrol (Vol 1)
(1st Series 1964-68, 1973)
94 .VG+ 19.00
96 VG- 10 50
100. FN 25 50
102 VG 7 00
103. FN 12 00
104-105 .FN+ 13 00
106. VG+ 8 00
106 VG- 6 00
107 FN+ 13.00
108 VG+ 8.00
112-113..VFN- 10.50
114. VFN 11.25
115..FN- 7.50
116. VG+ 6 00
117-118..FN 9.00
119 VFN- 10 50
120 FN 9.00
122 VFN+ 6.40
123 .NM 8.00
124 VFN+ 6 40

Eighty Page Giant
(1964-1971)
4 FN- 33 75
8..G 29 25
8..VG- 38 25
9..G 18.00
9. VG+ 20 50
9..VG- 15 25
13 G+ 11.50
13 VG 18.00

Flash & Green Lantern: The Brave & the Bold
(1999-2000 6 Issue Ltd)
1. NM 3.00
2-6 .NM 2.50

Flash (Vol 1)
(1959-1985 1st Series)
127 FN- 26.50
129..FN (JSA App.) 60.50
132..FN+ 34 25
132 FN- 24.50
134 .FN+ 34.25
136. VG 15.50
137..G+ 26 50
139 .VG+ (1st Prof Zoom) 26 25
140..VG- (1st Heatwave) 15.50
142. VG- 9 50
147. VG 11.50
148. VG- 9 50
148. G+ 7.60
149-150..VG+ 13.00
150..VG- 9 50
152 VG 7.90
152 VG- 6.60
156..VG- 6.20
157..VG+ 8.50
157. VG- 6.20
163 G+ 5.60
164-165 .FN+ 14.50
167..FN- 7.90
167..VG+ 9.00
168 VG+ 10 00
169 VG- 9 00
170 .VG 5 80
172..G+ 5.70
174..VG+ 9.75
176..FN- 8 20
176..VFN 12 25
180..VFN- 18 50
180..VG 8.70
181..FN- 10.25
183..FN- 5.50
198..VFN- 9.30
218. FN- 5 00
226. FN- 3.50
227 FN- 2.65
230 .FN+ 2.25
231 .VFN+ 2 80
231 VFN- 2.45
241 VFN- 1 75
255..NM 2.00
274..FN+ 1.05
291..NM 1.50
293 .FN+ 1.05
293..NM 1 50
296..NM 1.25
301. NM 1.25
307 NM 1.25
310..NM 1.25

Flash (Vol 2)
(1987-present 2nd Series)
0 .NM 2 25
2 .NM 2.00
3-4..NM 1.50
5-7..NM 1.25
7..VFN 0.90
7..VFN+ 1.00
9-12 NM. 1 25
14-26 NM. 1.25
28-29 NM 1 25
30. FN+ 0.80
30 .VG+ 0.60
31-32 .NM 1.25
34-41 NM. 1.25
43-45 .NM 1.25
45 .VFN 1.00
52..NM 1.25
54-56 .NM. 1.25
56 VFN 1.00
57. NM. 1.25
58..FN+ 0 85
58-59..NM 1.25
62 NM. 1.25
63-67. NM 2 00
68 NM. 1.25
68-74 NM 2.00
75 NM 1.25
76-78 NM 2 00
80 NM 2 00
81..NM 1 25
81-82. NM 2 00
83..NM 1 25
83-91..NM. 2 00
92 .NM 8 50
93 NM. 3.50
94 .NM 2.50
95-98 .NM 2.00
99 NM. 1.75
99 .NM 2.00
100. NM 3.00
101 NM 2.00
101. NM 1.25
102-106 .NM 2.00
108-111..NM 2.00
112-124..NM 2 00
125-134..NM 2 00
136-145..NM 2 00
147-149..NM. 2 00
150 NM 2.50
151-160..NM 2 00
187..NM 2.00
189-191..NM 2.00

Flash 80 Page Giant
(1998-present)
1-2..NM 3.50

Flash Annual (Vol 2)
(1987-present)
5..VFN- 1.10
6, 8, 11. NM 2.50

Forever People, The
(1971-1972)
1 .FN- 14 75
1..VG+ 13 00
2..VG+ 7.70
3 FN 8.40
3 FN+ 12 25
3. FN- 8.90
4-5..FN+ 12.25
6 .FN 10.00
7 VFN- 14.50
8-9 .VFN- 19.00
11..FN- 7.20
11. VFN+ 11.50

Freedom Fighters
(1976-1978)
5-6..VFN+ 4 80
9 .VFN- 4.20
10..VFN+ 5.60
11..VFN 5.20
13-14..NM 7 00
15 VFN+ 5 60

From Beyond the Unknown
(1969-73)
17 .NM- 14.00

Gilgamesh II
(1989 4 Issue Ltd Series)
1 NM 2.50
2-4 .NM 2.00

Golden Age, The
(1993 4 Issue Ltd Series)
1..NM 5.00
2-3..NM 4.50

Gotham Girls
(2002 5 Issue Ltd Series)
2..NM 3.50
3-4..NM 2.50

Green Arrow (Ltd 1983)
(1983 4 Issue Ltd Series)
1..NM 3.50
2-4..NM 3.00

Green Arrow (Vol 1)
(1988-1998)
0 NM 2 25
4-5..NM 1 50
6..NM 1.25
15-16 .NM 1 25
29 NM 1 00
31..NM 1.00
35-36..NM 1.25
40..NM 1.25
43 NM. 1.00
49 NM 1.00
50 .NM. 1.50
51-53. NM 1.00
56..NM 1 00
59 .NM 1 25
62-63 NM. 1.25
82-83 NM 2.00
85-90 NM 2 00
91-92 NM. 2.50
93-98 NM. 2 00
100 NM 3.50
104 NM 2.00
110 NM 2 00
125 .NM 2.50
130 NM 2.00
136. NM 2 00

Green Arrow (Vol 2)
(2001-present)
1..NM. 15 00
2..NM. 8.00
3-4. NM 4.50
5-6 NM 3 50
7-10. NM 3 00
11-17 NM 2.50

Green Arrow Annual (Vol 1)
(1988-1996)
2-3..NM 2 00

Green Lantern (Vol 2)
(1960-1972, 1976-1988 2nd Series)
16 FN+ (1st Star Sapphire) 53 00
23..FN- 33 00
23..FN- 24 25
25..G+ 10 25
28 VG 18 00
30 FN- 18.00
31 FN- 15.00
32 .VG 16.00
32 .VG+ 13 00
33 .VG- 9 50
35..VG+ 13 00
35..FN 28.50
38..G- 6.00
51 .VG 6.00
55-56 VG 14.50
57. VG+ 5 40
59..VG- (1st Guy Gardner) 34.50
60..VG 10.00
61..VG 6.30
71..FN- 9.50
72. VG+ 8.20
73..FN- 9.50
77. VG- 10.50
78 .FN+ 21.00
79 VG+ 13.00
80 FN- 15 00
80 VG 11.50
81-82..VG+ 12.25
83..FN- 14.25
84..FN+ 19.75
86 VG+ 16 50
86 VG- 12 00
88-89. FN+ 15.75
92..FN 1.80
92-94..VFN 4.50
95 .VFN+ 4.80
96 .VFN 4.50
97..NM 6.00
97..NM. 2.00
98 .VFN 4.50
99..VFN+ 4.80
101 FN. 2.70
102..NM 1.50
102..VFN 3.35
102 VFN+ 3.60
103 .NM 4.50
104 .VFN. 3.35
104..VFN- 1.05
105..FN 2.70
106. NM 1 50
106 .VFN. 3 35
107-108..VFN 4.10
109..NM 8.00
111. NM 2.50
114. VFN- 1 85
115 NM 2 50
116..NM 5.00
118. VFN+ 2.00
119. NM 2.50
119 VG 0.40
120 .NM 2.50
121..FN 1.50
122. VG+ 1.00
123 .NM 1.50
123..VFN 1.85
124-125..NM 2.50
126..NM 2.50
126..NM 1.25
127..VFN 2.60
128..VFN 1.85
129..NM 2 50
130..VG 0.85
131..VFN- 1.75
132..VFN 1.85
133..NM 1 25
133-136. NM 2.50
136. VFN- 0.90
137..VFN+ 1.10
137 VG+ 1.00
137. VFN 1.00
138. VFN. 1.00
138..NM 2.50
139..VFN 1.85
140 .NM 1.25
140 .NM 2.50
141..NM 1.50
141..NM 4.00
142 .VFN- 1 75
143-146 .NM 2 50
147 NM 1 25
147..NM 2 50
148 VFN. 1 85
148 NM 1 25
149 NM 2.50
149 NM 1 25
150. NM 4.50
151-156. NM. 2.00
157 NM 1 00
157 .NM 2.00
158 .NM 1.00
158 NM 2.00
159 .NM 1.00
159-160. NM. 2 00
161..NM 1 00
161-162. NM 2 00
163. NM 1.00
163-167..NM. 2.00
168 .NM 2.00
168 .NM 1.00
169..NM 1.00
169-182..NM 2.00
184-186..NM 2.00
187..NM 2.00
188..FN- 1.00
190-191..NM 2.00
193..NM 2.00
194-199..NM 2 50
200..NM 5.00
201. NM 3.50
201..VFN 2.60
202..NM 1.00
202. NM 2.00
203. NM 1.00
203-204 NM 2.00
205 NM 1.00
205 NM 2 00
206 NM 1.00
206 NM 2.00
207 .NM 1 00
207-213..NM. 2 00
214..NM 2 00
214..NM 1 00
215. NM 1.00
215-216 .NM 2.00
217 FN- 1.00
218-220..NM 2.00
221..NM 1.00
221-223..NM 2.00
224..NM 4.00

Green Lantern (Vol 3)
(1990-present)
0 NM 2 25
1..NM 5.00
1..VFN 3.75
2 NM 1.50
2 NM 3 50
3 NM 2 50
4..NM 1.25
4..NM 2.50
5. VFN 1 85
6 .NM 1 25
6 .NM. 2 50
6..VFN+ 1.00
7-9..NM 2.50
10 NM. 1.25
10 NM. 2.50
11..NM 2.00
12..NM 1.00
12 NM. 2 00
13 .NM 2.50
14-15. NM 2 00
16..NM. 1.00
16..NM. 2.00
17..NM. 2 00
17. VFN+ 1 60
17 .NM 1 00
18..NM. 2.00
18..VFN+ 1.60
19..NM 2 50
20-21 NM. 2 00
21..VFN- 1 40
22..NM. 1.00
22..NM. 2.00
23-32 .NM 2.00
23 NM. 1.00
33..NM- 1.80
33..NM. 2.00
33..NM. 1.00
34 .VG+ 0.80
35-37..NM 2.00
38 .NM. 1.00
38-45..NM 2.00
46..NM. 2.25
47..NM 2.00
48..NM 5 50
49-50 NM. 3 50
51..NM 3.00
52-55..NM 2.50
52..NM. 2.00
56-57..NM 2.00
58..NM. 1.50
59..NM. 1.00
59-62..NM 1.50
63-64 .NM. 2.50
65. NM. 2.00
66..NM. 1.00
66-73..NM. 2 00
74 NM. 1 00
76 .NM 2 50
78-79..NM 2 00
80..NM. 2.50
82-84..NM. 2.00
88-89..NM 2.00
91..NM. 2.50
92..NM. 1.50
94..NM. 1 50
96-98..NM 1.50
100..NM 3.00
101..NM 2.50
102-113..NM 1.50
114..NM 2.50
115-118..NM 1.50
119..NM 2.00
120..NM 1.50
121-124..NM 2.00
125..NM 2.50
126-149..NM 2.00
150-152..NM 2.50
153..NM 2 25

Green Lantern JD

(1998 One Shot)
1. NM. 3.00

Green Lantern 80 Page Giant
(1998-1999)
1-3..NM 3.00

Green Lantern Annual
(1992-present)
1..NM 1.75
7..NM 1.75
9..NM 2.50

Green Lantern Corps Annual, Tales of the
(1985-1987)
1..VFN- 2.10
2-3..NM 2.50

Green Lantern Corps Quarterly
(1992-1994)
1-8. NM 1.75

Green Lantern Corps, Tales of the
(1981 3 Issue Ltd Series)
1..NM 3.00
2-3 .NM 2.50

Green Lantern Plus The Ray
(1996 One Shot)
1..NM 3.00

Green Lantern Secet Files
(1998-present)
1-3..NM 4.00

Green Lantern Special, The
(1988-1989)
1..NM 2.50
2..FN 1.50

Green Lantern The New Corps
(1999 2 Issue Ltd Series)
1-2..NM 3.50

Green Lantern/Flash: Faster Friends
(1997 2 Issue Ltd Series)
1-2..NM 4.50

Green Lantern/Silver Surfer: Unholy Alliances
(1995 One Shot)
1 .NM 5 50

Green Lantern: 1001 Emerald Nights
(2001 One Shot)
1..NM 5.95

Green Lantern: Dragon Lord
(2001 3 Issue ltd Series)
1-3..NM 4.50

Green Lantern: Emerald Dawn
(1989-1990 6 Issue Ltd Series)
1 .NM 2.00
2-6. NM 1.50

Green Lantern: Emerald Dawn II
(1991 6 Issue Ltd Series)
1-3 NM 1 25
3. VFN 0.90
4-6..NM 1.25

Green Lantern: Evils Might
(2002 3 Issue Ltd Series)
1. NM 5.50

Green Lantern: Ganthets Tale
(1992 One Shot)
1..NM 4.50

Green Lantern: Mosaic
(1992-1993)
1..NM 1.50
2..NM 1.00
3-18..NM 0.75

Green Lantern: Our Worlds at War
(2001 One Shot)
1 .NM 3.00

Grendel: Red White & Black
(2002 4 Issue Ltd Series)
2-3..NM 2.50

Guy Gardner
(1994-1996)
0..NM 2.25
1 NM 1.50
2-16..NM 1.00
20 .NM 1.00
22-24. NM 1.00
25-34 .NM 1.50
35. NM 1.25
36-42..NM 1.50

Guy Gardner Annual
(1995-1996)
1 .NM 3 00
2..NM 2 50

Guy Gardner Reborn
(1992 3 Issue Ltd Series)
1-3 NM 3 50

Hardcore Station
(1998 6 Issue Ltd Series)
1-6..NM 2.00

Harley Quinn
(2000-present)
2..NM 3.50
6-12..NM 2.00
16..NM. 2.00
18..NM 2.00
21-22 NM 2.00
23-26 NM 2.25

Harley Quinn: Our Worlds at War
(2001 One Shot)
1..NM 3.00

Hawk and the Dove, The
(1968-1969)
3..VG+ 8.80
3..FN 9.40
4. VG+ 7.20
5..FN 7.70
6..VG+ 7.20

Hawkman (Vol 1)
(1st Series, 1964-1968)
15..FN 8.60
15..VG+ 6.60
19 .FN. 10 50
22..VFN.. 11 25
24..FN-. 7.50

Hawkman (Vol 2)
(1986-1987 2nd Series)
2-17..NM 0.75

Hawkman (Vol 3)
(1993-1996 3rd Series)
0..NM 1.75
1. NM. 2.00
2-18..NM 1.25
20..NM 1.25
21-26..NM 1.50
28..NM 1.50
31..NM 1.50

Hawkman (Vol 4)
(2002-present)
1..NM. 6.50
2-3. NM 4.50
4-6..NM 3.50
7..NM 3.00

Hawkman Secret Files
(2002)
1 NM 3.50

Hawkman Special
(1986 One Shot)
1 .NM 1 00

Hawkworld
(1989 3 Issue Ltd Series)
1-2..NM 3.00

Hawkworld
(1990-1993)
1..NM 1.75
2..NM 1.25
4..NM. 1.25
5-14 NM 1.00
17-31..NM. 1.00

Hawkworld Annual
(1990-1992)
1-3 .NM 1.75
5..NM 1.25

Hitman
(1996-2001)
1 .NM 10.00
2 .NM 4.50
3 .NM. 3.50
4-5. NM 3.00
6 .NM. 1.75
7-18 NM 1.50
19 NM. 1.75
32 .NM. 1.75
50..NM. 2.50
54..NM. 1 75

Hitman Annual
(1996-present)
1. NM 2 50

Hourman
(1999-present)
1 NM 4 50
2 .NM 4 00
3-4..NM 3 50
5-7 NM 3.00

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8. NM .. 2 50
10-11. NM 2.50
12-15 .NM 2 00

House of Mystery
(1951-1983)
132. FN-. . .. 11 25
135..VG-. 6.00
138..VG+. . 8.00
140..VG ...7.80
143. G+
(Martian Manhunter begins) 30.50
144..VG
(Martian Manhunter) 23.75
144 VG+
(Martian Manhunter) . . .. .27 50
150..G+ . 11 25
152..G+. . 8 50
153. FN- . . 22 50
154. VG+ 22 50
158 FN+ 15 75
160. G+ .13 25
161 G .. 4.50
162 .FN+ . . . 14.50
162 .VFN-. 19 25
163 .FN... .. 11 75
163..FN 16.50
165. G+ 5 20
166 VFN- . 19.25
168 VFN- .. 19 25
169 FN . . 11.75
170 VG-..... . 8 20
171. VFN. .. 20 50
173..FN+.... . 17 75
173. VG- . . 8 20
185. FN . . . 15.00

House of Secrets (Vol 1)
(1956-1978)
75 VG+.. .11.50
80. VG-. 8.50
92 FN+
(1st Swamp Thing) ..... .150 00

Huntress
(1989-1990)
2 .NM. 1 00
3-8. NM . . 0 75
10-12 NM. 0.75
17 NM 0.75

Impulse
(1995-present)
2 .NM 2.50
14 NM 1.25
20 NM 1 25
33 NM 1 25
37-38..NM.... .1 50
45..NM .. .1.50
51..NM 1 50
57 NM 1 50
66. NM. 1.75

Impulse Annual
(1996-present)
2 .NM.....2.95

Impulse Plus: With Gross out
(1997 one shot)
1 NM... . .. ...3.00

Inferno
(1997-98 4 Issue Ltd Series)
1. NM ...2 00
2 .NM 1 75
3 4 NM... . 1 50

Invasion!
(1988-1989 3 Issue Ltd Series)
1. NM 2 50

Ironwolf
(1986)
1..NM 2 00

Jack Kirbys Fourth World Gallery
(1996 One Shot)
1..NM . 2 25

Jet
(2000)
3 .NM..... ... 2.50

Jimmy Olsen, Supermans Pal
(1954-1974)
90 FN 4 80
94 VG 2 45
101 VG+ . . 3 40
109 VG. . 2 10
117 VG+ 2 60
120 FN- 3 25
125 FN .. 3 00
128 .VG+ . . 1 00
129 VG+ 2 00
158 VG . 0 60
162 VG .. . 0 70

JLA
(1996-present)
2 NM 25 00
3 NM 22 50
4 NM . . . 10 00
5 NM 8 00
8 NM 6 00
9-10. NM . 5 00
11 12 NM 4 00
15 NM . . 5 00
16-17 NM 4 00
19 NM..... 4 00
20-23..NM . 3 00
25-29. NM. . 3 00
34 NM .. 2 50
37 NM.. .... .. 2 50
41 NM 3.50
42 .NM 1.75
42 NM.. . ..... 2 00
43. NM 2 50
45 46 .NM .. . 2.50
47 NM..... . 2.00
47-49 .NM .. 2 50
54..NM.... .. .. 2 00
65 NM. 2 00

JLA 80 Page Giant
(1998-present)
1-2. NM. 3.95

JLA Annual
(1996-present)
1 .NM . . . 2 95
4 NM .. . 2 95

JLA Pardise Lost
(1997 3 issue Ltd series)
2 NM 1.50

JLA Secret Files
(1997)
2. NM.....3.50

JLA Seven Caskets
(2000 One Shot)
1..NM.....5.00

JLA Tomorrow Woman
(1998 One Shot)
1. NM.. . . ..1 75

JLA Year One
(1997 12 issue Ltd Series
1..NM.....3.00
2-8..NM 2.25
8. VFN-.....1.55

JLA/Haven: Anathema
(2002 One Shot)
1..NM..... .... 4.50

JLA/Haven: Arrival
(2001 One Shot)
1..NM.. .... 5.50

JLA/Titans
(1998 3 Issue Ltd Series)
1-3..NM..... .....3.00

JLA/WildCATS
(1997 One Shot)
1 .NM. 4.95

JLA: Black Baptism
(2001 4 Issue Ltd Series)
1. NM.....2.25
3-4. NM.....2.25

JLA: Destiny
(2002 4 Issue Elseworlds Series)
1. NM.... .... 5 50

JLA: Our Worlds at War
(2001 One Shot)
1..NM.....3.00

JLA: The Island of Dr Moreau
(2002 One Shot)
1 NM.. . .. . 6.50

JLA: The Nail
(1998 3 Issue Ltd Series)
1 3 NM 4 50

JLA: World Without Grown Ups
(1998 2 Issue Ltd Series)
1-2..NM 4.50

JLA:Primeval
(1999 One Shot)
1 NM.....5.50

Joker: The Last Laugh
(2001 6 Issue Ltd Series)
2-5..NM.....3.00

Jonah Hex
(1977-1985)
63..VFN+.....2.00

Jonny Double
(1998 4 Issue Ltd Series)
1-4..NM 1.75

JSA
(1999-present)
1 .NM.. . .... .6 50
2 NM 4 50
26 NM. . . . 3.50
42 NM 2 25

JSA: Our Worlds at War
(2001 One Shot)
1..NM..... .... 3.00

Judge Dredd
(1994-1996)
8..NM.....1.50
16 .NM..... .. ..1.50

Judge Dredd: Legends of the Law
(1994-1995)
3-7 NM . .1.50
9-10 NM 1.50

Just Imagine: Batman created by Stan Lee
(2001 One Shot)
1..NM 5.50

Justice League
(1987-1996)
0 NM. 1 75
1 NM 4 00
1. VFN+. . .. 3 60
2..NM . 2 50
3..FN 1 30
3 VFN 1 60
3 NM 2 00
4-5 NM . 2 00
6 NM .1 50
7 NM .2.00
8. NM 1 50
10 NM 1 50
11 15 .NM..... ... 1.25
16 VFN..... . 1 00
16 VFN- 0.85
18-20 NM . 1 25
21 .NM . . 1 00
22 FN+ 0.65
22-23 .NM.... .... 1 00
24 NM 3 00
25 32 .NM 1 00
32 .VFN- 0 75
33-43 NM 1.00
45-46 NM.... .... 1 00
46 VFN-... .. ..0 70
47-48 NM . .1 00
48..VFN 0.75
49 NM 1.00
50 NM. 2.25
51 52 .NM. 1.00
53 NM. 1.00
53 FN+.. . .. . .0.70
54 NM- . . . 1.35
54 .NM..... .. . . 1 50
55 .NM..... 1 50
56-57 .NM 1 00
58 NM . 1.50
59-66 NM . 1.00
68 NM ...2.50
69 NM 6.50
70 NM 2.50
70..VFN+
(2nd Printing).. .. ...0 80
71 .NM. 1 50
72 .NM..... .. . .1 00
73. NM.. .... 1.50
74..NM.. . .. .. 1 00
75..NM.. .....1.50
76-91. NM 1.00
92..NM..... .....2.50
93-99..NM.... . .....1.00
100..NM 2.00
100..NM_
(Holographics cover)2.75
101 .NM 1 00
103..NM 1.00
105..NM 2.00

Justice League Adventures
(2001-present)
2-3..NM 2.00
5-6. NM 2 00
8..NM 2 00

Justice League Annual
(1987-1996)
1. NM 1.25
1..VFN+.. . . 1 00
2..NM. . . 1 50
2..VFN 1 20
2 VFN- 1 05
3-5 NM 1.25
6-7 NM 1.50

Justice League Europe
(1989-1994)
1 NM . 1.25
2-3 NM . .1.00
3 VFN.... .. .. .0 80
4-6 NM 1 00
6..VFN 0 80
7-14 .NM . . 1 00
14 .VFN 0 80
15-16 NM 1 00
18 VFN 0 80
18 NM .1.00
19 VFN . 0 75
20-21 NM 1 00
23 NM 0 80
25-26. NM 0 80
28 NM 0.80
31-42 NM. . . 0 80
42..VFN+ 0 70
43-49 NM . . .0 80
50 .NM..... . . 1 50
51-62. NM..... . 0.80

Justice League Europe Annual
(1990-1994)
1-3..NM.....1.50

Justice League International Special
(1990-1991)
1-2 NM 1.50

Justice League of America (Vol 1)
(1960-1987 1st Series)
11..VG 27 50
15..VG 27 50
20. G+ 14 25
22 .VG
(2d Silver Age JSA) 37 50
24 G.. . . . 5 60
24 .VG+.. .... 15.00
29 .VG+
(1st Silver Age Starman) 29 75
30..VG- 9.50
31..VG+ . . . 9.20
32 .VG+ 7.50
33..FN- 8.70
35 FN+... . . 11.00
36 .VG- 5.00
39..G+ 13.00
40 FN+ 11.00
40. VG 6.00
40..VG+ 6 90
47..FN 8 40
49-50 .FN+. 11 50
50 VG 4 90
59 VG 5.90
71 VG 6.30
73. VG+.... . . ..7.20
75..FN- 6.20
84. VG- 3 75
152..FN+..... . 1 75
172 .VFN+.. .. 2 40
173 .FN..... ... 1.50
175..NM . . 1.75
182..VFN 1.10
182 VFN- . . . 1.05
183 FN+ 1 60
186 VFN+..... 2.00
186. VFN-. . . 1 10
188..NM 1 50
191..FN+ 1.60
191. VFN+ 2.00
199 .NM. 1.50
201. NM 1.25
202..VFN.....1.85
206..VFN..... ... 1.00
206..VFN-.... . 0 85
206..NM 1 25
207. NM 2.50
212 .NM 1.25
212 .VFN-. 0.85
213-215 NM 1.25
215 .VFN-.....0.85
215..VFN-.....0.90
216..NM 1 25
216..VFN..... ...1 00
218-219. NM . .1 25
219-220. NM. 2.50
221 .NM 1.00
224. VFN. 1.85
225. FN 0.65
225. NM 1.00
233. FN..... .....0.65
233. NM 1.00
233..VFN-..... ... 1.75
235..NM 1.00
244..VFN-... . ... 1.75
254..NM 2.50
256 .NM 1.00
256 .NM 2.50
261..FN+ 2.25

Justice League of America Annual
(1983-1985)
1..VFN+.....4.00

Justice League of America Super Spectacular
(1999 One Shot)
1..NM.. .. . .4.95

Justice League Quarterly
(1990-1994)
1-3..NM 2 00
3 .VFN 1.50
4-11, 15-17. NM .2.00

Justice League Spectacular
(1992 One Shot)
1. NM.....1.50

Justice League Task Force
(1994-1996)
0. NM 1.75
1. NM.. . 1.50
2-4. NM . . . 1.00
5-6. NM 2.50
7-12 .NM 1.00
15-19 .NM 1.00
19. VFN .. .0 80
20-29 .NM . . . 1.00

Justice Society of America
(1992-1993)
1. NM 1 25
2-3 NM . .1 00
5-7. NM 1 00

Justice Society of America (Ltd Series)
(1991 8 Issue Ltd Series)
1-8 .NM.. . .....0 80

Kamandi The Last Boy on Earth
(1972-1978)
1 .FN- .. 16.50
5. FN+.. . ... 9.40
5 .VFN 10 75
6..FN. . 6 00
6..VFN. . .7 50
11 VFN- .2 10
14 VFN- 2.10
15 FN- 1 50
16 VFN 2.25
17 VG+ 1 20
21 VFN- 1.75
21 VG+ 1.00
22 VFN 1 85
23..FN+ . 3 90
23. FN- . 1 25
23. VFN-. . . . 1 75
24..FN . . 3 60
25. FN+.. .. . .3.90
27-28 .NM. . . . 2.50
27 .FN 3 60
30 .NM 2 50
31 .FN+ 3 90
31 VFN- 1.40
38 .NM 2 00
50..VG 0.70
51. NM 1.50
55-57 .NM 1.50

Kamandi: At Earths End
(1993 Six Issue Mini Series)
1-4..NM.....1.50

Kid Eternity (Ltd 1991)
(1991 3 Issue Ltd Series)
1..NM.....3.50

Kingdom Come
(1996 4 Issue Ltd Series)
1 NM.....5.00
2-4..NM.....4.00

Krypton Chronicles
(1981 3 Issue Ltd Series)
1-2 NM 1.00

Lab Rats
(2002-present)
1-3..NM 2 50
5..NM 2 50

LAW (Living Assault Weapons)
(1999-2000 6 Issue Ltd)
6 NM.....2.00

Legend of the Hawkman
(2000 3 Issue Ltd Series)
1-3 .NM 4.50

Legends
(1986-1987 6 Issue Ltd)
1-5..NM 1.25
6..NM 2 50

Legends of the DC Universe
(1997-present)
1, 3, 5, 9, 12..NM .1.75
15-16..NM. 1.50
19-21..NM .. 1.50
26-27..NM . 1.50

Legends of the Legion
(1997)
1-2. NM 1.75
4..NM. 1.75

LEGION 89 (-94)
(1989-1994)
1..NM.....1.50
2-22 .NM 1.25
23. NM.. .... 1 75
25-27..NM 1 25
29..NM..... 1 25
31-46. NM..... 1.25
49. NM 1.25
50. NM 1 75
51-57 .NM.. . .... 1 25
59-69..NM.....1.25

LEGION 89 (-94) Annual
(1990-1994)
1..NM..... .....2 50
2-3 .NM 1 50
5 NM 2 00

Legion of Super-Heroes (Vol 1)
(1980-1987 1st Series)
262..VFN-. 1.40
297-299..NM.....1.00
302-303..NM. 1.00
304 .FN- 0.50
305-306 .NM.. .... .1.00
313 NM 1.00
314 .VFN.. . . . . 0.80
316-318..NM.....0.75
320-321..NM. 0.75
326 NM 0.75
335..NM 0 75
337..NM. 0 75

Legion of Super-Heroes (Vol 2)
(1984-1989 2nd Series)
4..NM..... ....1.25
6-11 .NM 1 25
19-20 .NM . . . 1 25
29 NM 1.25
44 NM 1.25
62 .NM 1.25

Legion of Super-Heroes (Vol 3)
(1989-present)
0 .NM . . 2.25
1..NM . . . 1.50
7-12 .NM.. 1 25
14-37 NM .. 1 25
39-49 NM ...1.25
50 NM 1.75
51-53 NM 1 25
54 NM... .... 1.75
55-66 .NM . . . 1.25
82-83 .NM 1.50
85 NM.. . .. ... .1 50
87 NM 1 50
88 VFN+... . . 1 20
89 94..NM.. . . . 1 50
96 .NM 1 50
98-99..NM..... 1 50
101..NM . . 1 50
102-103 NM 1 75
106-108..NM.....1.75
112-114, 117. NM .1.75

Legion of Super-Heroes Annual (Vol 1)
(1982-1987 1st Series)
2..NM.....1.50
3-4..NM.....1.25

Legion of Super-Heroes Annual (Vol 2)
(2nd Series 1985-1988)
1, 3..NM.....1.50

Legion of Super-Heroes Annual (Vol 3)
(1989-present)
1, 3-5..NM.. . .....2.50

Legion Science Police
(1998 4 Issue Ltd Series)
1-4..NM.....2.00

Legion Worlds
(2001 6 Issue Ltd Series)
1-6 NM 3.50

Legion, The
(2001-present)
1..NM..... .....4.50
2. NM 3.50
3-6..NM 3.00
13..NM..... 2.50

Legionnaires
(1993-present)
0..NM.. .. ..2.25
1..NM..... 1 50
2-7..NM 1.25
7..VFN 1.00
8-11..NM 1.25
12-17 NM..... 1.00
18. NM 1.50
18..VFN-..... .....1.05
19-25 .NM.....1.00
29..NM.....1.00
31..NM.....1.50
33..NM.....1.50
38..NM.....1.50
43-45..NM.....1.50
47..NM..... .....1.50
52-53..NM.. .. ..1.50
55-57..NM.. .. ..1.25
58-60..NM.....1.50
62-63..NM... . .....1.50
67..NM..... . .....1.50
68-70..NM 1.75
74-75. NM 1.75
77 NM..... . .....1.75

Legionnaires Annual
(1993-present)
1..NM.....3.00

Legionnaires Three
(1986 4 Issue Ltd Series)
1-2, 4. NM.....0.75

Lobo
(1993-1999)
0. NM... . ... .2.25
1..NM... ..... .3.50
2..NM..... .....2.50
3-25..NM 1.50
28. NM.....1.50
32 .NM.....1.50
34-36 .NM.....1.50
58-60..NM.....1.75

Lobo (Ltd)
(1990-1991 4 Issue Ltd)
1..NM.....3.00
2-4 NM 2.50

Lobo Annual
(1993-1995)
1-2..NM.. . . ..2.50

Lois Lane, Superman,s Girl Friend
(1958-1974)
74..FN+..... ..... 7 80
79..VFN-... .. ....7.00
82..FN- 2.75
93..FN.. .. ..3 30
97..FN-.....2.50

Man-Bat (Ltd)
(1996 3 Issue Ltd Series)
1-3..NM.....1.50

Manhunter (Vol 2)
(1988-1990 2nd Series)
5, 7, 10-16, 18-19, 21, 23. NM.....0.80

Manhunter (Vol 3)
(1994-1995 3rd Series)
0..NM..... . .....2.25
1-10. NM... ....1.25

Manhunter One Shot
(1984 One Shot)
1..NM..... . .3 50

Martian Manhunter
(1998-present)
0, 4, 30-31, 34-35 .NM..... 2.00

Martian Manhunter
(1988 4 Issue Ltd Series)
1 .NM.....1.00

Martian Manhunter: American Secrets
(1992 3 Issue Ltd Series)
1-2..VFN+ 2.40

Metal Men
(1963-1970, 1976-1978)
1. FN+ 125.00
2..VG+ 24.75
4..VG+ 14 75
5. VFN- 27 75
6 .FN+ 17 75
8 .FN+ 17 75
8 VG-..... .. ..6.00
9..FN+.. .....17 75
9..G+ 4 70
10..FN-. 13 75
10 .VG 7 90
45..FN 2.40
45..FN+.. ..... 2 60

Metamorpho
(1965-1968)
2. FN+ 24.50
3..VG- 7.50
3..VG 7.20
4..VG+. 6.00
5 .VG- 4 50
6..VG+ 4.90
6..VG+ 6.00
6..VG+ 7 50
6 .VG- 4.50
7 .VG 3.60
7 VG+ 4.10
7 .VG+ 5.00
8..VG+ 5.00
8..FN- 4 70
9..FN+ 6 60
10. FN
(1st Element Girl)..6.40
10. VFN+
(1st Element Girl) 13.50
11. FN.....6.00
15..FN-.....5.00
17..FN 6.00
17..FN+. 7.00
17..VFN 7 50

Mostly Wanted
(2000 4 Issue Ltd Series)
1-2..NM.....2.00

My Greatest Adventure
(1955-1964)
61..VG- 12.00
71..VG 9.50
79..VG- 5.70
80..VG+ 92.00
81..VG+.... .....32.00
82..VG 23.00

Mystery in Space
(1951-1981)
84..VG-... .. ..9.00
85..G+ 7.10
85..VFN- 23 25
87..VG
(Early Hawkman App) 32.50
88. VG+..... . .29.50
89. G+..... . . .15.00
89..FN+..... .....42.25
90..VG-
(Early Hawkman App) 23.00
92..VG- 4.80
94..FN+.... . . ...14.50
98..VG+..... .....6.60
106 VG..... ..... 2.95

New Gods (Vol 1)
(1971-1972, 1977-1978 1st Series)
1..VFN 44.75
2..VFN-..... . .... .20.50
3..G+ 3.10
3..VFN-... .....14.50
4..FN+.... ..... 6 50
4..VFN 16 75
5..FN+.... ....12 25
6 VFN 16 75
7-8. VFN- 14 50
9 .FN+... ..... . 12 25
10 .VG+ 6 00
11 .FN+. 9 75

New Gods (Vol 2)
(1989-1991 2nd Series)
2-4 NM 1 00
8-11. NM 1 00
13-14 NM 1.00
15-16 NM.....0.80
22-23 NM 0.80

New Teen Titans (Vol 1)
(1st Series 1980-1988 Tales of from #41)
3 .FN 2.10
13 NM.....2 50
14, 17..NM 1.50
27..NM..... .....1.25
29..FN 0 75
33..NM.... . .....1 25
37. NM .. . 1 25
41. NM..... . .1.25
45-46 NM. 1.25
51. NM..... . 1.25
53. NM..... .....1.25
54 .FN+..... 0 85
55..NM..... .....1.25
58, 68..NM.....1.00

New Teen Titans (Vol 2)
(2nd Series 1984-1996 becomes New Titans from #50)
0. NM 2.50
5..NM.. . .....1.50
8..NM..... 1.50
13-14..NM.....2.25
15..NM..... . .1.25
28..NM... .. ..1 25
35 NM..... 1 25
41. NM.. . . .. 1.25
43-47..NM 1.25
48 .FN..... 0 75
49..NM..... 1 25
52..NM 2 00
53..FN+ 1 30
54-55 NM..... . . 2.00
56 .NM. 1.50
57..NM..... .....1.25
57..VFN 1.00
58..NM..... .....1.25
59 NM 1.50
61 NM... . ...2.50
62-63..NM.....1.50
64..NM. 1.25
65 NM 2.50
66-70..NM 1.50
71..NM.....2.00
72-99..NM 1.25
100..NM 3.00
101-112..NM 1 25
113-116 .NM . . 2.00
117 NM 1.25
117 NM 2.00
118..NM 2.50
121-124..NM.....2.50
125..NM 3 00
126..NM 2.50
129-130..NM.....2.50

Nightwing
(1996-present)
1 NM 4.50
2 NM.....3.50
3..NM.....3.00
4-11..NM 2 00
31-32..NM.....1.50
34..NM 1.50
35..NM. 2.50
36..NM. 1.50
36-39..NM.....2 50
42 NM..... . . .1.50
44..NM..... . . .1.50
46..NM..... .....1.50
48..NM..... .....2 00
48..NM- 2 00
49..NM..... 2.00
50. NM..... . .3.00
51. NM.....2.50
54-58..NM.....2 00
60-62 NM..... 2 00
67..NM..... 2.00
68..NM..... . 2.50
72-74..NM 2.00

Nightwing (Ltd)
(1995 4 Issue Ltd Series)
1..NM 3.00
2-4. NM 2.00

Nightwing: Our Worlds at War
(2001 One Shot)
1..NM.....3.00

Omac (Ltd)
(1991-1992 4 Issue Ltd)
1-4..NM.....2.50

Omac, One Man Army Corps
(1974-1975)
2 VFN- 3.15
4 FN+ 2 25
4 VFN+. ... 2.80

Omega Men
(1982-1986)
1 NM 1.50
2. NM 1.25
3 NM_
(1st Lobo) 3.50
4-9 NM .. . 1 25
10 .NM ... 4 00
11-16. NM 1 00
16..NM.....2.00
17-18..NM.....1.00
19..NM 2 00
20-22. NM... .....1.00
22 VFN 0.80
23 NM 1 00
25 NM 1 00
28-30. NM. 1 00
36 NM..... .....1.00
38 NM 1.00

Omega Men Annual
(1984-1985)
1..NM.....1.25

Orion
(2000-present)
1 .NM 3.50
2..NM... . .....2.50
3..NM.... . .....2.25
5-7..NM.....2.25
11..NM..... ..2.25
14-16 .NM..... 2.25
19-20 .NM 2 25
24 .NM 2.25
25..NM. 3 00

Our Army at War
(1952-1977)
151..FAIR_
(Intro Enemy Ace)16.75

Our Fighting Forces
(1954-1978)
97..VG+ 3.00

Outcasts
(1987-1988 12 Issue Ltd Series)
2-9 .NM 1.50
11..NM..... 1.50

Outsiders (Vol 1)
(1985-1988 1st Series)
1..NM.... .... 1 25
4-8 NM 1 00
12 NM 1.00

Outsiders (Vol 2)
(1993-1995 2nd Series)
0. NM 1.75
1-7..NM 1.25
10-12..NM.... .....1.25
14-18. NM.. .... 1.25
22. NM.... .....1.25

Parallax: Emerald Night
(1996 One Shot)
1..NM... . . . ...2.50

Phantom Stranger
(1969-1976)
14..VG+.....5.70

Phantom Stranger (Ltd)
(1987-1988 4 Issue Ltd Series)
1. NM..... .....2.50
2-3..NM..... .....2.00

Planetary
(1999-present)
1..NM.....8.50
2..NM..... .....6.00
3..NM.... . .... 4.00
6..NM.... . . ..3.50
15 NM 3.00

Plastic Man
(1966-1986, 1976-1977)
1..FN-... . . . 20.00
11..FN+ 1.95
12-13 NM 3.00
14-16..VFN+.....2.40
17..NM..... 3.00
18..VFN+..... 2.40
19..NM- 2 70
20..VFN+ .. .2 40

Plastic Man (Ltd)
(1988-1989 4 Issue Ltd Series)
2-3. NM 1.25

Power Company
(2002-present)
3-12. NM 2.50

Power of Shazam
(1994-1999)
1 NM. 1.50
2-10..NM..... . .....1.25
11-19..NM.....1.00
21-26..NM.....1.00
28-29..NM.. .....1.00
31..NM 1.00
32..NM 1.25
34 .NM. 1.25
41. NM 1.50

Question Annual, The
(1988-1989)
1-2 .NM 1.50

Question Quarterly, The
(1990-1992)
1 NM 1.50
5. NM 1.50

Question, The
(1987-1990)
7. NM . . .1.25
17. NM. 1.25
19-20..NM. 1 25

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32-35..NM 1.00

Ray, The
(1994-1996)
0..NM 1 75
1..VFN+ 1 60
1..NM 2.00
2-24..NM 1.25
26-28..NM 1.25

Ray, The (Ltd)
(1992 6 Issue Ltd Series)
1 .NM 2 50
2-6..NM 1 50

Real Worlds Wonder Woman
(2000 Elseworlds One Shot)
1..NM 4.75

Realworlds JLA
(2000 One Shot)
1..NM 4 75

Relative Heroes
(2000 6 Issue Ltd Series)
4-6 .NM 2.00

Restaurant at the End of the Universe, the
(1995 3 Issue Ltd Series)
1-3..NM 4.50

Resurrection Man
(1997-1999)
4..NM 3.50
5-8, 12..NM 1.75
20-21, 23 .NM 1.75

Rip Hunter Time Master
(1961-1965)
21. VG- 8 40
28..FN+ 18 50

Robin
(1993-present)
9-10..NM 2 00
15..NM 1 25
16..NM 1.25
18. NM 1.25
20-22. NM 1.25
26..NM 1.25
31..NM.. ..... 1 25
35-39..NM 1.25
44 NM 1.50
49 NM 1.50
66 NM 1.50
68..VFN (No Mans Land) 1.85
68 .NM (No Mans Land) 2.50
69 .NM (No Mans Land) 2 50
71..NM 2 50
72..NM (No Mans Land) 2.50
82. NM 2.00
97 NM 2.00
102 .NM 2.00
104-107 NM 2.00
109-110..NM 2.00

Robin (Ltd)
(1991 5 Issue Ltd Series)
1. VFN- 1.75
1. FN- 1.25
1 NM 2.50
2 NM 1.25
3-5..NM 1.00

Robin 3000
(1993 2 Issue Square Bound Series)
1-2..NM 3.50

Robin 80 Page Giant
(2000 One Shot)
1..NM 3.50

Robin Annual
(1992-present)
1-2 .NM 1 75
5 NM 2 25

Ronin
(1983-1984 6 Issue Ltd)
1..NM 4.50
2-3..NM 2.50

Sandman Presents: Dead Boy Detectives
(2001 4 Issue Ltd Series)
1-2..NM 2.25

Scare Tactics
(1996-1997)
1..NM 1.50
2-5..NM 1.25
9..NM 1.25

Scarlett
(1993-1994)
1..NM 2.00
8..NM 0.80

Sci Spy
(2002 6 Issue Ltd Series)
3-4 .NM 2.50

Sea Devils
(1961-1967)
7..VG- 10.75
26..VG- 8.20
32. VG- 6.60
33 VG+ 9 00

Secret Origins (Vol 3)
(1986-1990 3rd Series)
4-5. NM 1 25
7..NM 1 25
10-12 .NM 1 25
14 NM. 1 25
19 .NM.. ..... 1 00
22-24..NM 1 00
24 .VFN 0 80
26-27..NM 1 00
32..VFN+ 1 20
33 .VFN- 1 05
37 .NM. 1.00
38-39..NM 1 50
40..NM 1 00
40 .VFN 0 80
40 VFN- 0 75
42-43..NM 1.00
44..VFN 1 10
45..VFN 0.80
45 NM 1.00
47-49 NM 1 00
50 NM 2.50

Secret Origins Annual
(1987-1989)
2-3. NM 2.00

Secret Origins Special
(1989 One Shot)
1 NM 2.50

Secret Society of Super Villains
(1976-1978)
1..VFN+ 6.00

Secrets of the Legion of Super-Heroes
(1981 3 Issue Ltd Series)
1 VFN- 0.85
3..VFN- 0.85

Sgt. Bilko
(1957-1960)
18..G- 12 50

Shade: The Changing Man (Vol 1)
(1977-1978 1st Series)
6..VFN+ 2.00

Shado: Song of the Dragon
(1991-1992 4 Issue Square Bound Series)
2. NM. 2.50

Shadow Strikes!, The
(1989-1992)
1. NM 1.25
3. NM 1 00
10 NM 1 00

Shadow, The (Ltd Series)
(1986 4 Issue Ltd Series)
3-4..NM 1.75

Shadow, The (Vol 2)
(1987-1989 2nd Series)
4. NM 1.00
6-7 .NM 1.00
18 NM 1.00

Shadowdragon Annual
(1995 Annual)
1..NM 2.00

Shazam!
(1973-1978)
2. VG+ 1.25
4..VFN 1 50
4 VFN- 1 50
6. VFN+ 1.80
25 NM. 2.00
26..VFN+ 1.60
27. NM 3.00
29..NM 2.00
31 VG 0.70
33 VG 0 70
35 NM 2.00

Shazam! Family Annual (1953)
(2002 One Shot)
1 .NM 5.00

Shazam! The new beginning
(1987 4 Issue Ltd Series)
1..VFN- 0.70
2-3..NM 1.00

Showcase
(1956-1970, 1977-1978)
30. G 55.00
39 G+ (3rd Metal Men) 30.50
40..G+ (4th Metal Men) 28.75
41..FN+ 45 00
42 VG- 19 00
42..FN- 30 25
49 VG 10.75
50. VFN- 26 25
51 .FN- 15 00
55..FN- 100.00
56..FN- 29.50
59. VG 20.25
60. VG- 40.75
61 .VFN- 60.00
62..VG 15.00
63 FN 13 75
64 G- 7.70
64 VFN 66.00
73 VG 22 00
74 FN+ 26 00
75 .FN- 36 00
75 .VG 17 25
75 FN 25 75
82 .FN- 15.00
82 .VG- 9.00
90-91..VFN 3 60
94. VFN 7 50
95..NM 3 50
96 NM 3 00
97. NM- 5 40
100 NM- 4.50
100 .NM 4.00
100 .NM 10.00
101..NM 6.00
101..VFN 1.85
102. NM 2 50
102 .VG 0.85
103. FN.. ..... 1.50
103..VFN+. 4 80
103..VG 0.85

Showcase 93
(1993)
7..NM 2.00
7..NM- 1.80

Showcase 94
(1994)
1-4..NM 1 50
7..NM 1.50
10-12..NM 1.50

Showcase 95
(1995)
2-3..NM 1.75
5-11..NM 1.75

Showcase 96
(1996)
2..NM 2.25
6-7..NM 2.25
7..VFN+ 2.00
9..NM 2.25

Silver Age Classics: Showcase #4
(1992)
1..VFN- 0 75

Silver Age Classics: Sugar & Spike #99
(1992)
99..VFN 0.80

Skull & Bones
(1992 3 Issue Square Bound Series)
1..NM 2.00
3..NM 2.00

Slash Maraud
(1987-1988 Six Issue Mini Series)
1-2..NM 0 80

Smash Comics One Shot
(1999 One Shot)
1..NM 1.50

Son of Ambush Bug
(1986 6 Issue Ltd Series)
1-5 .NM 1.25

Sovereign Seven
(1995-1998
1. NM 1.50
2-21, 30, 35. NM 1.25

Sovereign Seven Annual
(1995-present)
1 .NM 2 50

Sovereign Seven Plus
(1997 One Shot)
1..NM 2.00

Spectre (Vol 1)
(1967-1969 1st Series)
2. FN+ 28.75
2 VFN- 35 25
2 VG+ 17 25
3 .FN+ 28 75
4 VFN- 35 25
4 .VG 9 40
4 .VG+ 17 25
5 .VFN- 35 25
6 FN+ 21 00
6..FN 17 00
7. G+ 7 60
8. VFN- 24 75
8. VG- 9.50
9 FN+ 23.75
10 .VFN 28 75

Spectre (Vol 2)
(1987-1989 2nd Series)
4-6, 11, 13, 15,
28-29..NM 0.80

Spectre (Vol 3)
(1992-1997 3rd Series)
0 .NM 2.25
1-2. NM 3 50
3-4. NM 3.00
5-7 NM. 2 50
8. NM.. ..... 3 50
9-12..NM 2 50
13..NM 3 50
14-15, 17. NM 1 75
19-21, 26-28. NM 1 75
31-32, 40, 46..NM 1 75
48-49, 53-55..NM 1 75
61 .NM 1.75

Spectre (Vol 4)
(2001-present)
6-7, 10, 12-16. NM 2.50
19-21, 27. NM 2 50

Spectre Annual
(1995)
1 NM 3 00

Spectre, Wrath of the
(1988 4 Issue Ltd Series)
2-3 NM 2 00

Speed Force
(1997)
1..NM 2 50

Stalker
(1975)
1. NM 4.50
2. NM 3.50
4..NM 3.00

Star Spangled Comics One Shot
(1999 One Shot)
1 .NM. 1.50

Star Spangled War Stories
(1952-1977)
110..G+ 11.25
111 .VG- 12 00
113..G- 5 50
127..G 7 50
132..VG 14.50
134..VG+ 16.50

Star Trek (Vol 1)
(1984-1988 1st Series)
1. NM 7.00
1. VFN+.. ..... 5.60
1. VG- 2.10
3-5 .NM 3.50
8..NM 3.00
9-10 .NM 2.50
10. VG+ 1 00
11. NM 2 00
18. NM 2 00
20..NM 2.00
24-32. NM 2.00
34 NM 1.50
34-38 NM. 2 00
39 .NM 1.50
39..NM 2.00
40..FN+ 1.05
40-42..NM 2.00
44..NM 2.00
45..NM 1.50
45..NM 2.00
46. FN+ 1 30
47. NM 2.00
48. NM. 1.50
48-49..NM 2.00
49. VFN 1.10
50..NM 3.00
51 NM 1.50
51 NM 2.00
52 NM 1.50
52 .NM 2.00
54 .VFN+ 1.20
54..NM 2.00
55..NM 2.00

Star Trek (Vol 2)
(1989-1996 2nd Series)
1 .NM 5 00
2 NM 3 00
3..NM 2.50
4..NM 2.00
5 .VFN 1.50
6-8 NM 2 00
8..VFN+ 1 60
9-10. NM 2.00
10 .VFN- 1.60
11-14..NM 2.00
15 .NM. 1.75
17-20 NM 1.75
21 NM 1 50
22 VFN 1 10
22 .FN. 0 90
23. NM 1.50
24 NM 2.50
25-35 NM 1.50
35 VFN 1.10
36 NM.. ..... 1.50
38 NM 1 50
38. NM- 1.35
39..NM. 1.50
39 VFN- 1 05
40-48. NM 1 50
51-54 NM.. ..... 1 50
56. NM 1.50
67-70 NM 1 50
73 VFN- 1 05
76. NM 1 50
78. NM 1.50

Star Trek Annual (Vol 1)
(1985-1988 1st Series)
3..NM 2.50

Star Trek Annual (Vol 2)
(1990-1995 2nd Series)
1-2..VFN- 1.75
3-5. NM 2.50

Star Trek Deep Space Nine N Vector
(2000 4 Issue Ltd Series)
2-4..NM 2.00

Star Trek IV: The Voyage Home
(1987 Movie One Shot)
1..VFN+ 2.00

Star Trek Special
(1994-1995)
1 .NM. 2 50

Star Trek: DS9/Next Generation
(1994-1995 4 Issue Ltd Series)
1-4 .NM 2.50

Star Trek: The Modala Imperative
(1991 4 Issue Ltd Series)
2-4..NM 1.50

Star Trek: The Next Generation (Ltd)
(1988 6 Issue Ltd Series)
2-4, 6..NM 3.50

Star Trek: The Next Generation (Vol 2)
(1989-1996 2nd Series)
1 .NM. 6.50
2. NM. 4 00
3-5 NM 3 00
6 NM 2 50
6..VFN. 1.85
7-9 NM 2.50
9 VFN 1.85
10..NM 2 50
10 .NM- 2.25
12-13 NM 2.00
14..FN- 1 00
14-15..NM 2.00
17-20 NM 2.00
21-23 NM 1.50
24 NM 2 50
25 46..NM 1 50
48-49..NM 1 50
50..NM.. .. .. 3 00
51-53 .NM 1 50
53 VFN.. ..... 1.10
54-55..NM 1.50
55 NM- 1.50
56-67 .NM.. ..... 1.50
68..FN+ 0.95
68-70. NM 1.50
71..VFN- 1.05
72-74 NM 1.50
77 NM 1.50
79-80 .NM 1.50

Star Trek: The Next Generation Annual
(1990-1995 2nd Series)
1-4 NM 2 50
6..NM 2.50

Star Trek: The Next Generation Shadowheart
(1994-1995 4 Issue Ltd Series)
1-4..NM 1.50

Star Trek: The Next Generation Special
(1993-1995)
1-3. NM 2.50

Starman (Vol 1)
(1988-1992 1st Series)
2-4..NM 0 80
6-8..NM 0 80
10..NM 0 80
12. NM 0 80
20-22 NM. 0.80
22 VFN+..... 0.70
23-24 NM 0 80
29 NM..... 0 80
34-36. NM 0 80
39-41..NM 0 80
43..NM. 0.80

Starman (Vol 2)
(1994-2001 2nd Series)
1. NM.. .. .. 8.00
2 .NM 6 00
4 NM.. .. .. 3 50
6-7 NM 2 50
8 NM 2.00
9-10 .NM 1 75
10 VFN 1 30
11 13 NM. 1 75
13..VFN. 1 30
14-15 .NM. 1 75
14 .FN+ 1 10
15..VFN 1 30
16. NM.. ..... 1 75
18 VFN 1 30
19 NM 1.75
20. FN 1 05
20-30 .NM 1.75
37 NM..... 1.75
52-53 .NM 1.50

Stars & Stripe
(1999-present)
8..NM 2 00
11-13. NM 2.00
14 .NM.. ..... 2 25

Steampunk
(2000-present)
1 NM 4 50
2 .NM.. .. .. 3 50
3..NM.. .. .. 3 00
4-5..NM 2.50
6, 10 NM 2.25

Steel
(1994-1998)
0 .NM..... 1.75
1-4..NM 1.50
5-21 NM 1.25
21. VFN- 0.90
23-24. NM 1 25
27 NM.. ..... 1.25
29..VFN.. .. .. 1 00
30-35, 41, 46-49, 51 .NM 1.25

Steel Annual
(1994-present)
1-2..NM. 2.00

Strange Adventures
(1950-1973)
180..G (1st Animal Man) 15.50
205 VG+ (1st Deadman) .. 23 00
206..FN- 16 00
209..FN- 13.50
210 FN.. .. .. 15.00
211 .VG+ 10 00
211 VG+ 11 50
212 FN+ 16 75
212..VG 8 70
212 .FN+ 14 00
213 .FN+ 16.75
221 VFN+.. ..... 7.90
222 VG+ 5.80
223 VFN- 5 90
225 FN- 3.30
226 VFN- 6.40
233 VFN- 6.40
236 VFN+ 8.60
238 .VFN+ 5.20
242 .VFN 4.80
243..VFN- 4 50
244..VFN+ 5 20

Suicide Squad (Vol 1)
(1987-1992)
1 FN+ 1 30
2-5 .NM 1 50
6 .FN+ 0 80
13. NM 1.25
15-18 VFN- 0.85
19-22 .NM 1.25
24-25..NM 1 25
26..NM.. ..... 0 80
28-29..NM 0.80
31-33 .NM 0.80
38-39 .NM 1 00
40-41..NM 1.50
42-47..NM+.. ..... 0.80
48-49..NM 2.50
50 NM.. .. .. 2.00
51 .NM.... ... 1 50
52 .NM. 1.00
53 .NM 0.80
53-55 NM 1 00
56..NM..... 0 80
56-58 NM 1 00
59-60 NM 1 50
61. NM 0 80
61. NM 1 00

Suicide Squad (Vol 2)
(2001-present)
3-5..NM. 2.25
7-9..NM. 2.25
11-12..NM 2.25

Suicide Squad Annual
(1988)
1 VFN- 1.40

Sun Devils
(1984 12 Issue Ltd Series)
5 .NM 1 50
7-12..NM 1.50

Super-Team Family
(1975-1978)
1..VG 3.50

Superboy & the Ravers
(1996-1998)
1. NM 1 50
2-3 NM 1 25
5-8 NM. 1 25
11 NM 1 25
15-17 NM 1 25

Superboy (Vol 1)
(1949-1979 1st Series)
77 VG 20 25
127 FN 7.70
127. VG- 5 40
128. VG+ 7.20
135. VG+ 4.40
144 VG+ 3 60
144 FN+ 5 80
150 G+ 2 00
150 VG+.. 3 20
153 VG 2 45
173..VG 1 65
175 FN-.. .. 7 00
176 VG-.. .. .. 4 20
178 VFN- 3.15
179 FN+ .. 9.75
180 VG+ 6 00
186 FN- 7 50
189. VG+ 1.60
189. VG 2.25
190 .VG 2.25
191..G- 0 95
193. VFN .. 6 30
196. VG+ .. 2 60
198..VG 4 35
199. FN+.. ..... 8 10
206 G+ 3.50
209-210 VG+ 3 60
211 FN-.. .. 3 50
213..VG 2 45
215 G 1 20
217 VG-.. .. .. 1 80
218 FN- .. 3 00
219 VFN- 4 20
220 .NM . .. 4 50
220. VFN.. .. 3.35
220-221..VG+ . . 1 80
222 VFN- 3 15
222..VG 1 55
223..VG+. .. 1 80
226..VG+ 1.80
236..VFN+ 4.00
240 VFN- 2.45

Superboy (Vol 3)
(1994-present 3rd Series)
0..NM. 2 25
1 .NM 2.50
2-3 .NM 1.50
4-24 NM 1.25
25 NM..... 2.50
26 NM... ..... 1.25
31-32. NM 1.25
34-38, 41, 43 .NM . 1.25
46 .NM 1.25
66. NM 1.50
80..NM..... 2.00
83-96..NM 2.00
98..NM..... 2.00
100. NM 2 00

Superboy Annual
(1994-present 3rd Series)
1, 4..NM 2.50

Superboy Plus Slither (1997)
(1997 One Shot)
1-2..NM 2.50

Superboy Risk Double Shot
(1997)
1..NM 2.25

Superboy, The Adventures of
(1980-1984)
2. VFN- 1.05
6 VFN+ 1.20
7 NM .. 1 50
20 NM . 1 25
50 NM 2 50

Superboy/ Robin: Worlds Finest Three
(1996 2 Issue Ltd Series)
2..NM 4.50

Supergirl (Vol 1)
(1st Series 1973-74)
2..FN- 2.25

Supergirl (Vol 2)
(2nd Series 1996-present)
2 VFN . 2 60
3 VFN- . 1 75
13-14 NM 1.50
64 .NM . .. 2 00
66 NM 2 00

Supergirl: Wings
(2001 Elseworlds One Shot)
1 NM 5 50

Superman (Vol 1)
(1939-1986 1st Series, becomes Adventures of)
121 VG 42.00
122..VG- 34 75
124-125 VG- .. 34 75
126 G+ 27 50
128 VG- 34 75
131 G+ . . 23 75
133 VG . 28 75
136 VG . 33 25
151. FN 23 50
154. FN+ 29 00
157 .VG 14 50
160 VG- 12.00
163 FN 16.00
165 G 5 60
165 VG 10.75
166 FN- . 14 25
167 FN+ 29 00
167 VFN- 34 00
168 VFN- 23 25
169 FN+ 19 75
170 FN 16 00
172 VG+ 10.50
173 VFN- 20 00
174 VG+ .. 10 50
174 VG- 7 80
175 FN. .. 13 75
175 VG+ 10 50
176 VG 9.40
178..FN+.. .. .. 15.75
178 VG 9 40
179 VFN- 20 00
179 VG- . 7 80
179 G+ 6.10
179 VG- . 9 00
180 VG 8 70
182 VFN- 16 25
182 VG+ .. 8 70
182 VG-.. .. .. 6.30
185 .FN+.. .. 14.00
188 FN-.. .. 9.50
188 VG.. .7 20
190 VG- . .. 7.50
190..FN+. 13.25
190. FN- 9.50
190 VG 7 20
191 FN+ 12 25
194 VG+ .. 7 70
195 .FN 10 00
198 VFN-.. .. .. 14.50
206..FN+ .. 9.20
206 FN- 10.00
208 FN+ .. 9.75
208 .FN+ .. 12.00
216 .FN- .. 7 00
218..VG- .. 5 60
219 VG+ .. 5 00
219..VG- .. 3 75
228..FN- 5.00
229-230..VFN-.. 7.00
236..FN. .. 4.80
240. VFN. .. 4 80
246. VFN- .. 4.20
251. FN+. .4 80
256. FN+ 2 90
257 .VFN+ 3 60
258..NM 4.50
259. FN .. 2.70
260 FN+. 1.95
262 FN+. 1 95
264. VFN.. .. .. 3.35
266..VFN-. 3 15
267-268 .VFN+ 3 60
269 VFN .. 3 35
270 VFN- 3 15
271 .VFN .. 3 35
274..VFN-. .. 3.15
279 VFN- . 3.15
280 VFN 3 35
282 .FN+ 2 90
282 VFN+ 3 60
283..FN+ 2 60
285 .FN+.. .. .. 3 25
286..NM- . 4 05
287 .VFN+ 4 00
288 FN- 2 50
288 VFN- .. 2 45
289 NM 5 00
290 FN+ 3 25
290 .NM . .. 3 50
291 VFN-.. .. 2.45
295 VFN+ .. 4 00
297 FN+ . 3.25
297 VG 1 20
298 VG+ 2 00
299 FN- 2 50
300 .VFN- 12 00
305 VFN 2 60
308 VG 1 20
308. NM 3 50
311 NM . 3 50
311 VG+ 1 40
313. VFN+ 2 80
313 VG . 1 05
318 NM . 3 50
321 322 NM 3 50
322 NM- 3 15
322 VFN- 1 75
323 FN+ 1 60
325 VFN- 1 75
325 NM 3 50
326 VFN 2 60
330-332 NM . 3 50
330 .FN- . 1 25
333 FN . 2 10
333 VFN- 1.20
334 .VFN 2 60
335..NM 3 50
335..VFN 1 30
336. VFN 2 60
336. VFN- . 1 20
337 FN 2 10
337-338 NM 2 50
338-339. NM 3 50
339 VFN- . 1 20
340 NM .. 3 50
340 VFN- 1 20
341 .NM 2 50
342 .NM 3 50
342 .VFN 1.30
343 FN+ 2 25
343 VFN+ 2 00
344. FN 2.10
344 FN+ 1 60
345..NM 3 50
345. VFN- . 1 75
346 VFN+ . . . 2 00
346 FN+ 2.25
347-348 NM . . 3 50
348 VFN- 1.75
349. FN+ 2.25
350..FN+ 1 05
350 .NM . . . 3 50
350 VFN .. . 1 10
350 VFN 1 20
351 .NM 2.50
351..VFN. 0 90
351 .VFN..... 1 00
351 .VFN- 0.90
352. VG+ .. . 1 00
353 NM 1.25
353..VG+. 0.50
353 .NM 2 50
354 FN 0.80
354 VFN 1.85
355 NM . .. 2.50
355 VFN- 2.00
356-357. NM . . 2 50
357..VFN+.. 1 10
358 .NM 2 50
358 VFN- 1 75
359 VFN+ 2 00
360..NM 2.50
360 .VFN 1.00
360..NM . 1.25
361..VFN- 0.90
361..VG+ . . . 1 00
361. NM 2 50
362 NM 2 50
363 NM 1.25
363. VFN+ . 1 10
363. VFN+ . . 2.00
363 .VFN- .. 1.75
364..FN.. ..... 1 50
364..NM 2.50
364. VFN+ 1.10
365 NM 1.25
365 VG+. .. 1 00
365 VFN. 1 00
365..NM . .. 2 50
366..FN+.. .. .. 1 60
366 NM 1.25
366 NM 2.50
367 FN . . . 1 50
367 VFN 1 75
368..NM . 2 50
368 .VFN-. 1.75
369 VFN+ 1 10
369 NM . 1 25
369. NM . 2 50
369. VFN . 1 85
370..VFN-.... 1 75
370. FN+ .. 1.60
370. NM .. 1.25
371 NM . 1.25
371 NM . 2 50
372 VFN . . 1 85
372 .VFN+ . . 2 00
375 FN . 1 25
375 .VFN- . . 1 75
375. NM . 1 25
376 NM 1 25
376-377 NM .. . 2.50
377 VFN 1 00
377. VFN+ 2.00
378. NM . 1.25
378 NM 2 50
379-380 .VFN- 1.75
381 .FN . . . 0 80
381. NM 2 00
382..VFN+ 1.60
382. NM 1.25
383. FN+.. . .. 0.85
383. NM 2 00
384 NM . . 1 25
384 .NM . 2.00
385-387 .NM. . . 1 25
387..NM . .. 2 00
388..NM . .. 1 25
389..NM . .. 1.25
389..NM 2.00
390..NM . 2 00
390..NM 1.25
391..FN+.. .. 0 85
391..NM . 2 00
392..NM 1 25
392..NM .. 2 00
393. NM . . 1 25
393 395 NM 2 00
396 .VFN 1 50
397-398. NM . 2 00
399 VG+. 0 80

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406..FN+. 0.80
406-409 NM 2.00
409..VFN- . .. 1 05
410..NM 2 00
410. VFN+ 1 00
411..NM 1 25
411..NM 2 00
412..NM 1.25
412..NM 2.00
413..NM 2.00
413..NM 1.25
414-415..NM.....3.00
416..NM 1.25
416..NM 2.00
417..NM 1.25
417..NM 2.00
418..NM 1.25
418..VFN-.....1.40
419..NM 1.25
419..NM 2.00
420 NM 1 25
420..NM 2 00
421..VFN-... ... .1.40
421..NM 1.25
422. VFN+... .....1.60
422 .VFN-.....1.40

Superman (Vol 2)
(1986-present)
0 .NM 2.50
2..NM..... .. . .3.00
3..NM..... .. . . 1.75
6..NM..... .... ..1.50
12..NM.... .. ..1.50
13-16..NM 1.25
16 .VFN-.....0.85
17-18..NM.... . ... 1.25
19..VFN 0.90
20-21 NM 1.25
23-24 .NM 1.25
26-35 .NM.....1.25
36..VFN..... 1 00
37-39..NM.. .. 1 25
39 .VFN 1.00
40 NM. 1.25
41 .FN+.....0.80
41-43..NM..... 1 25
45-48..NM .. 1 25
50 .FN+ 1.30
50 FN- 1.10
50 .NM..... ..... 2 00
54..VFN-..... . 0.85
54..NM..... ... .1.25
55. NM 1.25
58. NM 1.25
59. VFN+.....1.00
60-63..NM..... . .1.25
63..VFN-..... . ..0.85
64..NM 1.25
64. VFN+. 1.00
65. NM.....1.25
66. NM..... 2 50
67..NM..... ... 1.25
68..FN..... .. ..0.75
68..NM..... .. ....1.25
70-71..NM 1.25
74. NM.....3.50
75..NM 5 00
76..NM..... . ... 1.00
77-78..NM.... . .. 1.25
78..NM
(Deluxe Edition) . ..2.50
79..NM... .....1.25
81 .NM.....1.25
82..NM
(Deluxe Edition) ...2 50
84-99..NM 1 25
101-107 NM 1 25
109-114 .NM. 1.25
118..NM 1.25
123..NM 5.00
126 MINT 3.00
127. NM 1.50
129..NM 1.25
141..NM 1.50
146..NM 1.50
162. NM 2.00
164. NM 2.00
175. NM 3.00
177..NM 2.00
179..NM 2 00
185-186..NM.... ..2.00

Superman 3D
(1998)
1..NM.....3.00

Superman 80 Page Giant
(1998 One Shot)
1. 3..NM 3.50

Superman Adventures
(1996-2002)
1. NM 2.00
3..NM 1.50
11. 13 NM 1.25
28. 44 .NM 1.50
48. 50-51, 55..NM..2.00
57-61, 63-64..NM...2.00

Superman Adventures Annual
(1996-present)
1..NM.....2.95

Superman Annual (Vol 1)
(1960-1986 1st Series)
9 VFN+ 2.70
9..VFN-... . .. . 2.25
9..NM..... 3 00

Superman Annual (Vol 2)
(1987-present 2nd Series)
1 .NM..... ... 1 50
4 NM 2 50
5 NM. 1 50
6 NM 2.00
9, 11-12..NM.....2.50

Superman Forever
(1998 One Shot)
1..NM 4.95

Superman Red Superman Blue 3D
(1998 One Shot)
1..NM
(Bagged with glasses & Reprint of 1953 Superman 3D).....3.75

Superman Special
(1983-1985)
3..NM.....1.75

Superman Villians Secret Files
(1998)
1..NM.....3.95

Superman vs Predator
(2000 3 Issue Ltd Series)
3..NM.....3.50

Superman/ Doomsday: Hunter Prey
(1994 3 Issue Square Bound Series)
2..NM.....3.50

Superman: A Nation Divided
(1998 Elseworlds One Shot)
1..NM.....3.50

Superman: Day of Doom
(2002 4 Issue Ltd Series)
4..NM.....2.50

Superman: Man of Steel
(1993-present)
0. NM..... . . 1.75
1. NM 3.50
2-4 NM 2.50
5. NM.....1.25
6..NM..... .... 1.25
8-9 NM 1.25
9..VFN 0.90
10-12..NM.....1.00
15. NM 1.25
18-19..NM.... ... 3.50
20-21 NM 1.00
22 VFN+
(Deluxe Edition) . 2.25
22 NM.....1.50
22 NM
(Deluxe Edition) 2.50
23-29..NM.....1.00
30 .NM..... ....2.50
31-43..NM 1 00
43..VFN 0.80
44..NM.. . ...1.00
44..VFN 0.80
45-46 NM 1.00
46..VFN+ 0.90
47-49 NM 1.00
49..VFN-.....0.75
50..NM.....2.50
50..VFN-.....1.85
51..NM..... .....1.00
53..NM 1 00
55-57..NM.. ....1 00
59-64..NM..... ....1.00
67..NM.....1.25
68..NM 2.00
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71..NM..... ....1.25
71-75..NM..... .....1.50
75 .VFN..... . .....1.10
76 .NM..... .. ....1.50
93-94 .NM 1.50
98..NM..... .....1 50
106..NM 2.00
113..NM 2.00
117-121 .NM 2.00
124..NM 2 00
126..NM 2 00
129-130 NM .. .2 00
132..NM 2.00

Superman: Man of Steel Annual
(1993-present)
1. NM... .....2.50
2. NM..... ..... 1 75
2..VFN..... . ...1.40
3-4, 6..NM..... .2.00

Superman: Man of Tomorrow
(1995-1999)
1..NM 1 75
2-3..NM 1.50
5-8 NM... 1.50

Superman: Mann & Superman
(2000 One Shot)
1 NM 4 95

Superman: Save the Planet
(1998 One Shot)
1 NM 3.50

Superman: Secret Files & Origins
(1997, 1999)
1-2 NM.. ....3.50

Superman: The 10 Cent Adventure
(2003 One Shot)
1 NM 2 50

Superman: The Wedding Album
(1996 One Shot)
1..NM.. . . ..4 95

Supermans Nemesis Lex Luthor
(1999 4 Issue Ltd Series)
1-2. NM.....2.00
3-4 NM 2.00

Supermen of America (Ltd Series)
(2000 6 Issue Ltd Series)
1-4 NM 2.25

Swamp Thing (Vol 1)
(1st Series 1972-1976)
1 NM 100.00
3 VFN 20 50
4..VFN..... 17 25
5..VFN-... . . 15 50
6..VFN+ 20.25
7 .VFN- 18.50
7..VFN=-..... .....9.50
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9..NM..... . .. 25.00
10..FN. 10.75
10 .VFN+..... .....20.25
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12..VFN+..... 8.00
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14-15 VFN- 7.00
16 NM- 9.00
17 VFN..... .....7 50
17..VFN-..... 7 00
18..VFN.... .....7 50
18..VFN- 5.20
19 VFN- 7.00
20 FN.....6.00
20 .FN+..... . . . 6 50
21..VG+ 4 00

Sword of Sorcery
(1973)
1..FN.....8 40
2..VFN-..... 5 60
3..VFN+ 6.40
5..VFN+ 4.80

Takion
(1996-present)
1 .NM 1.50
2-5..NM.....1.25

Tales of the New Teen Titans
(1982 4 Issue Ltd Series)
1..NM.....2.50
2..NM.....1.25
2..VFN+.....2.00
3..NM.....2.50
4..NM.....1.25

Tales of the Unexpected
(1956-1968)
72..VG 10.00
86..VG- 7.50
91..FN- 10 00
96 G+ 5.00

Team Superman
(1999 One Shot)
1..NM.... .. ....2.25

Team Titans
(1992-1994)
1 NM 1 00
6, 17 NM . . .0 80

Teen Titans (Vol 1)
(1966-1973, 1976-1978 1st Series)
2..VG 15 75
3..VG 10.50
4..VG+ 12.00
5..VG 10.50
6 .VG+ 9.00
7 VG-. 6.70
10 FN+..... . 14.50
11 FN+ 10.25
12 VFN- 11.00
12 VG 5.60
13 FN+ 10.25
15. VFN- 11.00
15..VG 5 60
19. FN-. 8 00
20..VG+ . . . 6 40
24..FN-... .... . 9 00
33 FN-.....3 25
52 .VFN 3 00

Teen Titans (Vol 2)
(1996-1997)
1 NM 2.00
2-11 NM . . 1 50
12-13 .NM 2 50
14-18, 20-24..NM..1.50

Teen Titans Annual
(1997-present)
1..NM.....3.00

Teen Titans Annual 1967
(1999 Reprint One Shot)
1 .NM.....3.95

Teen Titans Spotlight
(1986-1988)
1-11, 13, 15-21 NM1 00

Thunderbolt, Peter Canon
(1992-1993)
1, 3, 7-9..NM ... 1.00

Timber Wolf
(1992-1993 5 Issue Ltd Series)
1-5..NM..... ...1 00

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(1990 8 Issue Ltd Series)
1-8..NM... .. ....1 50

Titans, The (Vol 1)
(1999-present)
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2 .NM 4 00
3 NM 3.50
4 NM.....3.00
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12..NM..... . .. 2 75
13-22 NM 2.00
23. NM 3.00
24 .NM 2.00
25 .NM.... ... . 3.00
26-37..NM. .. 2.25
39-40. NM . . .2.25
43 .NM 2.25
45-46..NM.. .....2.25
47..NM..... 2 50

Titans/Legion of Super-Heroes: Universe Ablaze
(2000 4 Issue Ltd Series)
1-3..NM.....4.50

Titans: Sellout
(1992 One Shot)
1..NM..... .. 2 50

Tom Strong
(1999-present)
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2..NM. 4.00
9-10..NM..... ....2.25

Tom Strongs Terrific Tales
(2001-present)
2. NM 3.00

Tomorrow Stories
(1999)
1..NM.....4.00
2..NM.....3.00

Tor
(1975-1976)
2..VFN. 1.85
5..FN 1 50
6..VFN 1.85

Trinity
(1993 2 Issue Ltd Series)
1-2..NM.....2.50

Triumph
(1995 4 Issue Ltd Series)
1-4. NM 1.25

Trouble Magnet
(1999 4 Issue Ltd Series)
2-4..NM 2.00

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(1997 2 Issue Squarebound Series)
1..NM. 5.00
2..NM. 4 00

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(1995 3 Issue Ltd Series)
1..NM.....3.50

Unexpected
(1968-1982)
94 .VG 7 80
106. FN+.. .. .. 8 70
106 .FN 8 10
129. VFN-... .....12 25

Unltd Access
(1997 1-4)
1..NM 2 50
3..NM . . 2 00

V for Vendetta
(1988-1989 10 Issue Ltd Series)
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5, 8, 9..NM.....2.50

Valor
(1992-1994)
1 NM 1 50
2-11 NM 0 80

Vext
(1999-present)
2-4 NM 2.00

Vigilante
(1983-1988)
1 .NM 2.50
2-6, 8, 10 .NM ... 1 25

War of the Gods
(1991 4 Issue Ltd Series)
1-4..NM.....1.00

Warlord (Ltd)
(1992 6 Issue Ltd Series)
1-6 .NM.....2.00

Warlord Annual
(1982-1987)
5. NM 1.50

Warlord, The
(1976-1988)
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1..VFN 7 50
2..FN- 2 25
2. VG 1.55
5 .FN- 2.25
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7. NM 3 00
17..VFN-..... 1 05
19-20..NM..... . 1 50
41..NM..... 1.50
48 NM..... . . .... 1.50
50-51 NM. 1.50
53 NM. 1.50
56-58 NM..... 1 50
59..VFN-..... 1 05
64..VFN-. . .1.05
66-70 NM 1.50
71 VFN 1.10
72-78..NM.....1.50
86..NM..... .....1.50
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100 .VFN- 1.75

Wasteland
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2, 7-12 NM... . ...1.50
15-17..NM.....1.50

Watchmen
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7..FN 1 20
10-11..NM 3 00
12..NM 2 00
12 .NM 4.50

Weird Mystery Tales
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3..VG 7.00
8. VG 4.35

Weird Worlds
(1972-1974)
2..NM- 7.20
3..VFN+ 6.40
4..NM..... 8.00
5..VFN+ 5.20
6..FN+ 4.20
6-7..VFN- 4.50
8..FN+ 3.55
9-10 NM 5.50
10. VG 0.85

Weird, The
(1988 4 Issue Ltd)
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Whos Who
(1st Series 1985-1987)
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3-7, 9..NM.....0.80

Wild Dog
(1987 4 Issue Ltd Series)
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Witching Hour, The
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7..FN+.....8.60

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(1942-1986 1st Series)
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287-293..NM.....3.00
295..NM 3 00

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4-5. NM 4 00
8 .NM 3 50
10. NM. .. .3 50
11. NM. 2.50
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21-23 NM 2.50
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27-30 NM . . .2 50
32 NM 1 00
41. VFN- 1 40
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103-104..NM.... ...2 00
105-106. NM. 2.00
105 NM 1.50
107. NM 1 50
107-112..NM . 2 00
113. NM 1.25
113-117 .NM.. . 2 00
164..NM 2 00
166-169 NM.... ...2.00
171..NM 2.00
176-180 NM.....2.00
182-185. NM..... . .2.00

Wonder Woman Annual
(1987-present 2nd Series)
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Wonder Woman Secret Files
(1998-present)
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Wonder Woman: Our Worlds at War
(2001 One Shot)
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(1987-1988 2nd Series)
2 NM..... .. ....1.00
3 .NM..... . ..... 1 00

World of Metropolis, The
(1988 4 Issue Ltd Series)
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World of Smallville, The
(1988 4 Issue Ltd Series)
2-3..VFN- 0.70

Worlds Finest
(1941-1986)
133 VG 11.25
136 .VG+..... 13 00
137..FN-. 16 25
146..VG 6.30
148..FN 9.40
149 G+ 5.50
150 VG 6.30
152..VFN-.... . . .10.00
153..FN+ 8.70
153..FN-... ....8.20
153. VG- 4.90
158..VFN-. 11.50
158..VG+..... .....6.60
160 .FN-..... 8 20
162..VG+ 4 80
162..VFN+.. ..... 9 50
162 .FN+ 7 80
163 FN 8.70
172 FN+. 5.20
173. VFN.. ..... 7.50
174..FN+..... 5.20
174..VFN 6.00
174..VG+ 4.00
176..VFN-..... 7.00
212..VFN-..... 3.15
213..VG- 1 05
214..VG+ 1.40
214. VG- 1.05
214. VFN..... .2.60
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219..FN-... . . . .1.35
222. NM 2.50
231. FN+..... 1.60
231..NM 2.50
233..FN+..... 1.60
234..VFN-..... 1 75
234..VG 0.85
235..VG+ 1.00
237 .VFN-. 1.75
273..NM 1.75
276..VFN..... 1.85
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286 NM 1 25
286..NM 2.00
287-291..NM. 1.25
291-292..NM. 2.00
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1-6 .NM 1 25

Xero
(1997)
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5..NM 1.25
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1-5 NM 0 80
7 NM... . . . . .0.80
21 NM 0.80
30 NM. . . 0.80

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(1997)
4..NM .. 1 25
7. NM... ... 1 25
11..NM... . 1 25

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25 NM 2.00
31 NM . 2 00
43-45 NM . . . 2 25
53 NM 3 00
55 NM 3 00

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(1994 5 Issue Ltd)
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(1996)
1-12..NM 1.50

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5-6..NM... .. 6 50
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9-10..NM.....4.50
11-19. NM..... .....3.00
20-31..NM 2.50
32-35..NM.. . ...2.00
36-42..NM.....2.25
46-52, 54..NM.... .2.25
58..NM..... ....2.25

DC-MILESTONE

Blood Syndicate
(1993-1995)
1. NM.....2.00
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24, 28..NM 1 00

Hardware
(1993-1997)
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1..NM... . . ..1.50
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9-12, 15-24..NM.... 1.00
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32-34, 43..NM.... 1 50

Heroes
(1996)
1-6..NM.....1.50

Holocaust
(1995)
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(1993-1997)
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25..NM.....1.75
26-28..NM.....1.00
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Kobalt
(1994-1995)
1..NM..... ....1.25
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(1995 3 Issue Ltd Series)
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(1994-1995)
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3-11 .NM 1.25

Static
(1993-1997)
14..NM.... . .....2 00
16-17 .NM 1.00
27..NM.. ..... . .1.25

Xombi
(1994-1996)
0. NM. 1.50
1-9 .NM . . 1.25
11-12. NM 1.25
14 .NM 1.25

DC-VERTIGO

100 Bullets
(1999-present)
21-22. NM... .. .... 2 50
23-31, 34..NM .. 2 25

2020 Visions
(1997-1998)
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7 .NM 1 50
8-12 NM 1.75

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(2001-present)
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16-20, 22..NM. . 2 50

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4-5, 7-9, 12 NM....3.50
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26-49 .NM. . 1 25
50 NM..... .....2.00
55 NM... ....1.25
57. VFN... .. . 1 10
57..NM 1.50
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(1994 One Shot)
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(1998 3 Issue Ltd Series)
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2-3..NM.....2.00

Books of Faerie: Mollys Story
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Books of Magic
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1..NM
(2nd Printing).. . ..3.00
1..NM 5.00
2 NM 3 50
3-9..NM..... ..... 3 00
10-14..NM... .. 2 50
15-28..NM 2 00
29-41..NM ... 1.50
42 NM 1.75
43-75. NM..... . ...1.50

Books of Magic Annual
(1997-present)
1. NM.. ..... 2 75
2-3 .NM..... .....2.50

Brave Old World
(1999-2000 4 Issues Ltd)
1-4..NM.....2.00

Childrens Crusade, The
(1993-94 2 Issue Ltd)
1-2..NM.....2.50

Codename: Knockout
(2001)
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14-15, 17-21..NM..2 25

Congo Bill
(1999 4 Issue Ltd Series)
4..NM 2.25

Cruel & Unusual
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1-4 .NM 2.00

Crusades, The
(2001-present)
1..NM.. ....3 50
2-8, 10. NM.. 2 50
12-14, 16 .NM. . 2 50
18-19. NM 2.50

Deadenders
(2000-present
1. NM 3 50
2, 7, 9, 13, 15..NM 2 00

Death: Talks About Life
(1994)
1 NM 1.25

Death: The High Cost of Living
(1993 3 Issue Ltd)
1 NM 2.50
3 .NM 2 25

Death: The Time Of Your Life
(1996 3 Issue Ltd Series)
1. NM 2 50
1..VFN+. . .. 2 00
3..NM. 2 00

Destiny a chronicle of deaths fore-told
(1997 1-3)
1-3..NM..... . . ..4.95

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(1996 One Shot)
1..NM.....4.50

Doctor Occult
(1994 One Shot)
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(2nd Series 1987 - 1995)
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12 VFN+ 0.80
13-14 NM.....1.00
15 VFN-..... . 0.70
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83 NM.... .....1.50
84..NM 1.50
85-86..NM.. ....1.50
85 FN=... . . ...0.95

Doom Patrol Annual
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Dreaming, the
(1996-present)
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2. NM 2.50
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5. NM..... . . 1 50
5-22..NM 1 75
23..VFN-. 1.20
24 .FN+ 1.10
24 NM. 1 75
26..VFN-..... 1 20
27..VFN-.... . .1 20
27. NM. 1.75
30 NM 1.75
31. NM..... ....3.00
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14 .NM.. . .... . 1 25
15-17, 19, 21-23 .NM. 1.50

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25-26 NM . 1 50
28-31 NM .. . 1 50
32 NM .. 3 50

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2-3..NM 4.00
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63..NM 2.00
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70..VFN 1.30
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76-88 .NM 1 75
89-92..NM 1 75
89..NM 1.50
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105 .NM 1 75
116..NM 1.50
156 .NM 2.00
159, 163, 174..NM 2.25

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23 .NM 1 75

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7-19..NM 2 25

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(1999 One Shot)
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3..NM 5 00
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10-12 .NM 2 50
16-17 .NM 2 50
23. NM 2.50

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6 .NM 1 75
7 NM 1 50
7 NM 1 75
8..NM 1.50
8-9. NM 1.75
12 .NM. 1.75
22 .NM 1 75

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16 NM 1 50

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(1995 One Shot)
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(1993 Six Issue Ltd)
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34..NM 2.25

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5-8 .NM 2.50

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21 .NM- 2.25
22..VFN. 1 65
22. NM 2 25
23-24..NM 2.25
23..FN- 1.10
23 .NM 2.00
24 VFN- 1.55
25-27 NM 2.25
27. VFN- 1.55
28. NM 2.00
28-29 NM 2.25
29..VFN.. ..... 1.65
30..NM 2.25
31-49..NM 2.00
50..NM 3.50
51-64..NM 2.00
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66..NM. 5 00

Preacher Special: Cassidy Blood & Whiskey
(1997 One Shot)
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Preacher Special: Saint of Killers
(1996 4 Issue Ltd Series)
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1 NM 5.50

Preacher Special: The Good Old Boys
(1997 One Shot)
1..NM 3.50

Preacher Special: The Story of you know who
(1996 one shot)
1. NM 4.50

Prez
(1994 One Shot 2nd Series)
1. NM 2.50

Pride & Joy
(1997 4 Issue Ltd Series)
1-4..NM 2.00

Proposition Player
(1999-2000 6 Ltd Series)
1-6..NM 2.50

Sandman Mystery Theatre
(1993-1998)
4-15, 17, 19..NM ... 1 50
21-26, 39 .NM ... 1 50
41-43 NM 1 50
51-52..NM 1 75

Sandman Presents: Bast
(2003 3 Issue Ltd Series)
2-3..NM 3.00

Sandman Presents: Everything About Dreams
(2001)
1..NM 4.00

Sandman presents: Merv Pumpkinhead-Agent of Dream
(2000 One Shot)
1 .NM 5.50

Sandman presents: Petrefax
(2000 4 Issue ltd Series)
1-4..NM 2.50

Sandman Presents: The Corinthian
(2001 3 Issue Ltd Series)
1-3 NM 2 50

Sandman Presents: The Thessaliad
(2002 4 Issue Ltd Series)
1 NM. 2 50
4..NM 2.50

Sandman, The
(2nd Series 1989-1996)
5..VFN 4.80
31-40..NM 2.50
41-45. NM 2.25
47-49 NM.. ..... 2.25
50 NM 2 50
50..VFN-... ..... 2.25
51-68..NM 1.75
69 .NM... ..... 2 50
70-74 .NM 1 75
75 .NM. 2.50

Scarab
(1993-1994 8 Issue Ltd)
1-7..NM 1.50

Scene of the Crime
(1999 4 Issue Ltd Series)
1-4. NM 2.00

Sebastian O
(1993 Three Issue Ltd)
1-3 NM 1.50

Seekers: Into The Mystery
(1996 -1997)
1..NM 2.50
2-9..NM 1 50
9..NM- 1 35
10-11. NM 1 50
13..NM... ..... 1.50
14-15..NM 1.75
15..VFN-... ..... 1.20

Shade: The Changing Man (Vol 2)
(1990 -1996 2nd Series)
3..NM 2.00
5..NM 1.50
33..NM 1.50
36..NM 1.50
39..NM 1.50
41..NM 1.50
50..NM 2.50
52, 56, 58 NM. 1 50

Shadows Fall
(1994-1995 6 Issue Ltd)
1 NM 2 50
4-5 NM 2 50

Skin Graft
(1993 Four Issue Ltd)
1 NM 2.25

Sleepy Hollow Movie Adaptation
(2000 One Shot)
1..NM 5.50

Strange Adventures (Ltd)
(1999 4 Issue Ltd Series)
1-4 NM 2 50

Swamp Thing (Vol 2)
(2nd Series 1982-1996)
1..NM 7.50
5..VFN 2.25
7 NM 3 00
17 VFN+ 2 40
24. VFN 6 30
30 NM 6.00
31. VFN 3.75
33..VFN-... ..... 3.50
36. NM 5.00
37..NM
(1st John Constantine) 12.50
41-44. NM 3.00
44. VFN- 2.10
45-46 .NM 3 00
46..VFN 1 60
47-48..NM 3 00
48 VFN 1 40
49 NM 3.00
51 VFN+ 2.40
56-59 NM 2.25
59 VFN- 1.10
60 .NM 3.50
60 .VFN 2.60
61-65 .NM 1.50
66 NM 2.50
67 FN- 0.75
68-69..VFN- 1.05
71..NM 1 00
72-73 .NM 1.50
74..NM 1.00
77..NM 1.00
78..VFN- 0.70
79..NM 1 00
80. NM 1 25
81. FN- 0.60
81-83..NM 1.00
83. VFN 0.75
84..FN+ 0.65
84..NM 1 00
85..VG+ 0.40
86-87. NM 1.00
88-96 .NM 1.50
99 NM. 1.50
100..NM 2.00
103-104 .NM 1.00
107..VFN- 0.70
108..NM 1.00
112-122..NM 1.00
122..VFN- 0.70
123..FN+ 0.65
124 .NM 1.50
125 NM 2 50
126..NM 1.50
127-129..NM 1.00
130-147..NM. 1.50
149 .NM 1 50
150 .NM 2 00
151-159..NM 1.50
161..NM 1.50
164-166. NM 1 50

Swamp Thing (Vol 3)
(2000-2001)
1-4 NM 2.50
5-20..NM 2.25

Swamp Thing Annual
(1982-1993 2nd Series)
1. VFN- 2 10
3..NM 1.75
4. NM 3.00
5-6..NM 2.25

Terminal City
(1996-1997 9 Issue Ltd)
1..NM 1.75
2-4..NM 1 50
6. NM 1 50
9..NM 1.50

Terminal City Aerial Graffiti
(1997 1-5)
1..NM 2.00
2-3..NM 1.75
5..NM 1.75

Toxic Gumbo
(1998 One Shot)
1..NM 4 00

Transmetropolitan: Filth in the City
(2001 One shot)
1..NM 5.50

Unseen Hand, The
(1996 4 Issue Ltd Series)
1-4 NM 1 50

User
(2001 3 Issue Ltd Series)
2..NM... ..... 4.00

Vamps
(1994-1995 6 Issue Ltd Series)
1..NM 2 50
2-6 NM 2 00

Vamps Pumpkin Time
(1998 3 Issue Ltd Series)
1. NM..... 2.00
3 NM 2 00

Vamps: Hollywood & Vein
(1996 6 Issue Ltd Series)
3-6 .NM 1.50

Vertigo Gallery: Dreams & Nightmares
(1995 One Shot)
1..NM 2.50

Vertigo Pop: London
(2002 4 Issue Ltd Series)
3..NM... ..... 3.00

Vertigo Pop: Tokyo
(2002 4 Issue Ltd Series)
1-4..NM 2.50
4 .NM..... 3.00

Vertigo Secret Files Swamp Thing
(2000 One Shot)
1..NM 3 50

Vertigo Visions: Phantom Stranger
(1993 One Shot)
1..NM 4.50

Vertigo Visions: Tomahawk
(1998 One Shot)
1..NM 3.50

War Story: The Reivers
(2002 One Shot)
1..NM 4.50

Weird War Tales
(1997 4 issue Ltd Series)
2-3..NM 1.75

Weird Western Tales
(2001-present)
4..NM 2.50

Witchcraft
(1994 3 Issue Ltd Series)
1..NM 2.50
2-3..NM 2.00

Witchcraft La Terreur
(1998 3 Issue Ltd Series)
1-2 NM 2.00

Witching Hour, The (Ltd)
(1999-2000 3 Issue Ltd Series)
1 NM 6.50

Zero Girl
(2000-2001 5 Issue Ltd Series)
5 NM 2.50

DC-WILDSTORM

21 Down
(2002-present)
1..NM 5 00
3-4..NM 2 50
6-7..NM 2.50

Authority (Vol 1)
(1999-2002)
1..NM 10.00
2 NM. 9.00
3 NM. 13.50
4 NM 9 00
5 NM 13 50
6-8..NM 6 50
9. NM... ..... 10.00
10..NM.. ..... 6.50
11. NM 6.00
13 NM 10.00
14-15 .NM.. ..... 5.00
16-17 NM 4 50
18-21 NM 4 00
22 NM 3 00
23-29 NM 2 25

Authority Annual 2000
(2000)
1..NM 3.50

Automatic Kafka
(2002)
5-6..NM 3.00

Black Sun
(2002 6 Issue Ltd Series)
1-5..NM 2.50

Brass
(2000 6 Issue Ltd Series)
4 NM 2.00

Countdown
(2000-2001 12 Issue Ltd Series)
1-4..NM 2.25
6..NM.. ..... 2 25
24-24..NM 2 50

Crimson
(1999-present)
9 NM 3.00
19. NM.. ..... 2 50
21-24..NM 2 50

Danger Girl
(1998-present)
1..NM... ..... 10.00
2 .NM 5.00

Danger Girl: Kamikaze
(2000 2 Issue Ltd Series)
2..NM 3.00

Deathblow by Blows
(1999 One Shot)
1..NM 2 25
3..NM 2 25

Divine Right
(1999-present)
9 .NM 2.25
10..NM 2.00

Establishment, The
(2001-present)
1 .NM 4.50
2..NM 3.50
3-13..NM 2.50

Farscape: War Torn
(2001 2 Issue Ltd Series)
1..NM 4.50

Gen 13 (Vol 2)
(1999-2002)
37-38 .NM 1 75
41 .NM 1 75
43-44. NM 1.75
55..NM 1.75
61..NM 2.00
63-64..NM 2.25
66..NM 2.25
68..NM 2.25
70..NM 2.25

Gen 13 Annual 2000
(2000)
1..NM 3.00

Gen 13 Going West
(1999)
1..NM 2 00

Gen 13 Grunge Saves the World
(1999 One Shot)
1 .NM. 4.50

Gen 13: Science Friction
(2001 One Shot)
1..NM 5.00

Gen-Active
(2000-present)
1..NM 2.50
5-6..NM 2.50

High Roads
(2002 6 Issue Ltd Series)
1-3 NM 3 00
5-6..NM 3 00

Jezebelle
(2001 6 Issue Ltd Series)
1-6..NM 2.25

Monarchy
(2001-present)
3-5. NM 2.25
8-10..NM 2 25
12..NM 2.25

Point Blank
(2002 5 Issue Ltd Series)
1 .NM.. ..... 3.50
3-5..NM 2.50

Resistance, The
(2002-present)
1..NM 3.00
3..NM 3.00
5-6 NM 3.00

Steampunk: Catechism
(1999 One Shot)
1 .NM 2.25

Stormwatch: Team Achilles
(2002-present)
2 .NM... ..... 2.50
5..NM 2.50

Taleweaver
(2001 6 Issue Ltd Series)
1. NM 3 00
2-5 NM 2 50

Wild Times: DV8
(1999 One Shot)
1 NM 2 00

Wild Times: Gen 13
(1999 One Shot)
1 .NM 2 00

WildCATS (Vol 2)
(1999-2001)
1 2 .NM 2.50
3..NM 2.00
6..NM 2.00
13-16. NM.. ..... 2.00
21 .NM 2 00
22-23. NM 2.25
25 .NM 2 25

WildCATS Annual 2000
(2000)
1..NM. 3 00

WildCats: Mosaic
(1999 One Shot)
1 .NM 2.75

DELL COMICS

Kona, Monarch of Monster Isle
(1963-1967)
13..VG 10.00
15..FN+ 14.00
17 .VFN+ 18.00
18..FN+ 14.00
19..FN 13.00
20..VG+ 10.00
21..VFN+ 18.00

DREAM WAVE

Transformers: Armada
(2002)
1..NM 4.50
2-3..NM 3.50

Transformers: Generation One (Vol 1)
(2002)
1..NM 8.00
4..NM 4.00

Warlands: Age of Ice
(2001)
1, 5, 7..NM 3.50

ECLIPSE

3D Laser Eraser & Pressbutton
(1986 One Shot)
1..NM 2.50

Axel Pressbutton
(1984)
1..NM 2.50

Destroyer Duck
(1982-1984)
2..NM 1.50
3. VFN... ..... 1.10
4 NM 1 50

Miracleman
(1985-1992)
1 .NM 4.50
4 .NM 6.50
8..NM 6.50
9..NM
(Winter Birth Issue) 12.50
9..NM-
(Winter Birth Issue) 11.25
10..FN- 3.25
13-14..VFN- 5.20
15..VFN- 35.00
16 .FN+ 6.50
17-18..NM 6.50
18 VFN 4.80
19-20..NM 6.50
20..VFN-... ..... 4.50
21 .VFN-... ..... 4.50
21..VFN+... ..... 5.20
22. NM 6.50

Spider, The: Master of Men
(1991 3 Issue Ltd)
3..NM 2.50

Steed & Mrs Peel
(1990-1991 3 Issue Ltd)
1..NM 5.00

FIRST COMICS

American Flagg! (Vol 1)
(1983-1988 1st Series)
1 VFN- 3.15
2 FN+.. ..... 2.25
3 VFN- 2 45
9 .NM.. ..... 1 75
12..NM 1 75
16..VFN+ 1 40
45. NM 1 75

American Flagg! (Vol 2)
(1988-1989 2nd Series)
1. NM 2.00
5. NM. 1.50

Dreadstar (Vol 2)
(1986-1989)
27-29 NM 2 00

E-Man (Vol 2)
(1983-1985)
1-2 NM 2 50
3 NM 3 50
4-18..NM 2 00
19..VG+ 0 80
20-25..NM.. ..... 2.00

GOLD KEY

Atom Ant
(1966 One Shot)
1..VG 46.25

Doctor Solar, Man of the Atom
(1962-1969, 1981-1982)
4..G+ 9 50
7..G+ 5.20
11 .FN 9.50
11..VG+ 7.40
12..VG 6 50
16..G+ 4.25
23..VG+ 7.00

Magnus Robot Fighter (Vol 1)
(1963-1977)
6..FN- 19.00
14..VFN+ 28.25
16..VG+ 9.75

Space Family Robinson
(1962-1969)
21..VFN- 10.50
26..FN 9 00

Star Trek
(1967-1979)
2..FN 76.00
7..FN- 43.50
7..G 17.25
20..VG- 13.00
24..VFN- 29.75
25..VFN+ 32.25
27..VFN- 26.25
28..VG 11.50

Turok Son of Stone
(1954-1982)
60..VG 7.00

HARRIS COMICS

Creepy (Ltd)
(1992 4 Issue Ltd)
1..NM 6.50

Vampirella
(1992-1993 3rd Series)
16..NM 3.00

Vampirella (Vol 4)
(2001-present)
1..NM 3.50
13-15..NM 2.50

Vampirella Strikes
(1995-present)
1..NM 2.00

Vampirella, Vengeance of
(1994-1996)
19 .NM 2.00
21 .NM 2.00
25 .NM 2.50

HARVEY COMICS

Dick Tracy
(1945-1960?)
140. FN+ 13.00

Double-Dare Adventures
(1966-1967)
2..G+ 5.20

Unearthly Spectaculars
(1965-1967)
3..FN- 8.10

IMAGE COMICS

Angela
(1995 3 Issue Ltd)
2. NM 6 00
3. NM. 5 00

Ascension
(1997-present)
1..NM 3.50
7..NM 2.25
8-12, 16-19, 21-22 .NM 1.75

Astro City (Vol 1)
(1995-1996)
1..NM 10.00
2..NM 6.00

Astro City (Vol 2)
(1996-present 2nd Series)
12-15. NM 2.50
18..NM 2.50
22 .NM 2.50

Battle of the Planets
(2002-present)
1. NM 6.50
2. NM 3.50
3, 6-7..NM... ..... 2.50

Big Bang Comics
(1996-present)
1. VFN 2.60
2-4..NM 2.50
6. VFN+ 2.00
7. VFN 1.85
8. VFN-. 1 75
9. NM..... ..... 2.50
11-12..NM 2.50
13..NM 2.25
14, 20, 23..NM..... 1.75
24-25..NM 2.95
27 NM..... ..... 3.50
28-29 NM 3 00
32..NM 3 25

Bloodstrike
(1993-1994)
1..NM 2 00
2-8..NM 1.50
9-10..NM 2.50
11-15, 17 NM. 1.50
18..NM 2.50
20-21, 25..NM. 1.50

Bloodstrike: Assassin
(1995)
2..VFN+ 1 35
3..NM 1.50

Bloodwulf
(1995 4 Issue Ltd Series)
2-4 .NM 1 50

Creeps
(2001-present)
1..NM 3 00
2-4..NM 2 50

Crimson
(1998)
2, 5-6..NM... ..... 3.00

Crow
(1999-present)
5-7..NM 2.00

Curse of Spawn
(1996-present)
1..NM 3 50
3-6..NM 2.50
7-13..NM 2.25
14-19, 21-29..NM .. 1.75

Cyber-Force
(1993-1997)
0..NM 1.75
1..NM 2.50
2-24..NM 1.75
25..NM.. ..... 3 00
26-35..NM.. ..... 1.75

Cyber-Force (Ltd)
(1992-1993 4 Issue Ltd)
1..NM 4.50
2..NM 3.50
3..NM. 2.00
4..NM.. ..... 2.50

Cyber-Force Annual
(1995)
1-2. NM 2.50

Cyblade/Shi: The Battle for Independents
(1995 One Shot)
1..VFN- 14.00

Darkminds (Vol 2)
(2000-present)
0..NM... ..... 2.50
1-2, 4-8, 10..NM.... 2.00

Darkminds/ Witchblade
(2000 One Shot)
1..NM 5.00

Darkness Batman
(1999 One Shot)
1..NM 4.50

Darkness Witchblade Special
(1999 One Shot)
1..NM 3.50

Darkness, the (Vol 1)
(1996-2001)
1..NM 20.00
2..NM 12.00
3-5..NM 10.00
6..NM 6.00
7..NM 5.00
8-9 .NM 3.00
10-11..NM 2.50
12-23, 27-31, 33-36, 38-39..NM 2.25

Deathblow
(1993-1996)
1..NM 2.00
2-3..NM 1.50
10-11, 13-20, 23-29 NM. 1.75

Deathblow/ Wolverine

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(1996-1997 2 Issue Ltd)
1. NM..... 2 50

Defiance
(2002-present)
1, 3..NM 3 50
4-5. NM 2 50

Disciples
(2001-present)
1 NM 3 00

Fathom
(1998-present)
1 NM 6 50
2 NM... 4 50
3 NM 3 50
4-5..NM 3 00
7 NM .. 2 00
7, 9-10, 12-14..NM 2 00

Fathom Half
(2003 One Shot)
1..NM..... 2.50

Freak Force (Vol 1)
(1st Series 1993-1995)
1. NM .. 1.75
2-8 NM. 1 50
9 NM 2 00
10-18 NM 1 50

Gen 12
(1998 Ltd Series)
1-5..NM 1.75

Gen 13 (Ltd)
(1994 5 Issue Ltd Series)
0 NM 4.50

Gen 13 (Vol 1)
(1995-1999)
9, 13, 27, 29, 31..
NM..... 1.75

Gen 13 Bootleg
(1996-present)
12 NM . 2 25
13 14 NM .. 1.75

Gen 13 Interactive
(1997 1-3)
2-3..NM 2.25

Gen 13 Magical Drama Queen Roxy
(1998 3 Issue Ltd Series)
3..NM 2.50

Gen 13/ The Maxx
(1995 One Shot)
1..NM 2.00

Gen13: The Unreal World
(1996 One Shot)
1 NM 2 00

GI Joe
(2001-present)
3-6..NM 3 00
9-11..NM 3.00

Glory/Celestine: Dark Angel
(1996 3 issue Ltd Series)
1..NM 1 50
3..NM 1 50

Grifter
(1996-present)
1. NM 2 00
2-3 NM 1 75
7 NM 1.75

Guardian Angel
(2002 4 Issue Ltd Series)
1..NM. 3 50
2. NM 2 50

Hellcop
(1998)
1-3 NM 2.00

Hellhole
(1999-present)
1. NM 2 00
3. NM 2 00

Hellshock
(1997-present)
1..NM. 4 00
2-4..NM 2.00

Hellspawn
(2000-present)
1. NM 2 50
3 NM 2 50
10 NM 2 50
14 NM 2 50

Jim Lees C*23
(1998)
3-5, 7-8..NM 1.75

Kindred (Ltd)
(1994 4 Issue Ltd Series)
1. NM 5 00
2 NM 3 50
3-4 NM 3 00

Kiss the Psycho Circus
(1997-present)
17..NM 1 75
20-22 NM 1 75
25 NM 1 75

Micronauts (Vol 3)
(2002-present)
2-5 NM 3.00

Midnight Nation
(2000-present)
1. NM 7 50
2..NM 5 00
3-4..NM. 4 00
5 .NM 3.50
6-11. NM 2.50

Ministry of Space
(2001 3 Issue Ltd Series)
1 NM 3.50
2..NM 3.00

No Honor
(2001 4 Issue Ltd Series)
1..NM. 3 50
2, 4..NM 2 50

Powers
(2000-present)
12, 15 .NM 2.50
18-19, 22. NM 2.50

Prophet (Vol 1)
(1993-1995 1st Series)
0..NM
(San Diego Ed) 7 50
1-3. NM 1.50
4..NM 3.50
5-10..NM 1.50

Red Star
(2000-present)
5..NM 3 50
8..NM. 2 50
5 VFN+ 2 00

Ripclaw (Vol 2)
(1996)
1 NM 3 00
2-6 .NM 2.50

Rising Stars
(1999-present)
0..NM 3 50
1 NM 7 50
2 NM 5 00
3-4..NM 4 00
5-11..NM 3 50
12-13. NM 3 00
14-21..NM 2 50

Saint Angel
(2000)
1..NM 3 50
2-4 NM 2 50

Sam & Twitch
(1999-present)
9, 11-12..NM.. 2.00
16, 20-22. NM 2.00

Savage Dragon
(1993-present)
1. NM 2.50
2. NM 2.00
3-20. NM 1 50
23 NM. 1 50
25 VFN- 1 75
28 NM 1 50
80-81..NM 2.00
85-87 NM 2.50
89-97..NM 2.50
101-103, 105. NM 2.50

Savage Dragon Ltd
(1992 3 Issue Ltd Series)
1. NM 3 50
2-3 NM 3 00

Savage Dragon: Blood & Guts
(1995 3 Issue Ltd Series)
1-3. NM 2 00

Soulwind
(1997)
4 5 NM 1 75

Spartan: Warrior Spirit
(1995 4 Issue Ltd Series)
1-4 NM 1 50

Spawn
(1992-present)
3. NM 12 00
4 NM 15 00
6 NM.. 7 00
7-8 NM 3 50
9. NM
(1st Angela) 8 50
10-12 .NM 3 50
15 NM 3 50
21 NM 2 50
25 NM 8 50
26-30 NM 2.50
32-35 NM 2.50
35 VFN- 1 75
36-38 NM 2 50
40-44 NM 2 50
45-46 NM 2.25
47 FN 1 10
48-49 NM 2 25
50 FN+ 2 90
52-53 .NM 2 50
54 VFN 1 50
55-59 .NM 2 00
65..NM 2 50
66-71..NM 1 75
72-73 NM.. 2 00
74 NM 1 75
78-86 NM 1 75
87 NM 2 00
88-90 NM 1 75
91-92. NM. 2 00
94..NM 1 75
103 .NM 2 25
105-106 .NM 2 25
108-109 NM 2 25
114. NM 2 25
118. NM 2 25
123. NM 2 25

Spawn Annual
(1999)
1 NM..... 3 95

Spawn Bloodfeud
(1995 4 Issue Ltd Series)
1 NM..... 2 50
2-4 NM 2 00

Spawn Dark Ages
(1999-present)
1 NM 2 50
2-8 NM 2 00
16 NM 2 25

Spawn The Impaler
(1996 3 Issue Ltd Series)
2-3..NM. 2 50

Spawn The Undead
(1999-present)
1, 3, 6..NM 2.00

Spawn/ Batman
(1994 One Shot)
1. NM 8.00

Spawn/ WildCATS
(1996 4 Issue Ltd Series)
1 .NM 2.50
2-4..NM 1.75

Spirit of Tao
(1998-present)
2..NM 2.50
6-11..NM 1.75

Stormwatch
(1993-1997)
1..NM..... 1 50
9-12 .NM 1 50
13-23 .NM. 1 50
24 VFN+ 1.20
25 NM 1.75
25 VFN 1.30
34 NM 1.75

Supreme, The Legend of
(1994-1995 3 Issue Ltd)
2-3 NM. 1.50

Tales of The Darkness
(1998)
1-4 .NM 2 50

Tales of The Darkness Half
(2001 One Shot)
1 .NM. 3 50

Tales of Witchblade
(1996-present)
2-3 .NM 2.50
4-7 NM 2.25
8-9 NM 2 00

Team Youngblood
(1993-1995)
2 NM 1 50
6..NM. 1 50
8 NM 1.50
8 NM 2.50
17-19, 21 .NM 1 50

Tom Judge: End of Days
(2002)
1 .NM 4.00

Tomb Raider
(1999 - Present)
0 NM 3 50
1 NM 4 50
12-13 NM 2 25
18 NM 2 25
21 NM 2 25
23..NM. 2 50

Tomb Raider/ Witchblade Special
(1997 One Shot)
1 NM 3 50

Tomb Raider: Journeys
(2001-2002 12 Issue Ltd Series)
1 NM 3 50
3 NM 3 50

Tsunami Girl
(1999 3 Issue Ltd Series)
2-3..NM 2.00

Ultiman Giant Sized Annual
(2001 One Shot)
1 NM 4 00

Union (Vol 1)
(1993-1994)
1 NM 1 50
2 NM 1 25

Universe
(2001)
1, 4, 6 .NM 3.00

Violator
(1994 3 Issue Ltd Series)
1..NM 4.50
2-3..NM 2.50

Wetworks
(1993-present)
38, 40-41 .NM.. 1 75

Wetworks 3D Edition
(1998)
1..NM 3.50

Wicked, The
(1999-present)
2, 6..NM 2.00

Wild Star (Ltd)
(1993 4 Issue Ltd Series)
1 .NM .1 75

Wild Star (Vol 2)
(1995)
1 .NM 1.50

WildCATS (Vol 1)
(1992-1998)
1..NM.. 5 00
13-15 NM 1.50
42-43 NM 2 25
44..NM 1.75
46-48..NM 1.75

WildCATS Adventures
(1994-1995)
1-2..NM 1.25

WildCATS/ X-Men: Silver Age 3D
(1997 3D One Shot)
1..NM 6.50

WildCATS/ X-Men: The Dark Age
(1997 One Shot)
1. NM. 3.95

Wildstorm Annual 2000
(2000)
1. NM 3.00

Wildstorm Rarities
(1994 One Shot)
1..NM 4 50

Wildstorm Universe Sourcebook
(1995-1997)
1 .NM 2 00
3..NM 2.00

Wildstorrm!
(1995 4 Issue Ltd Series)
1..NM 1.50

Witchblade
(1996-present)
1-2..NM 20.00
3..NM 15 00
4..NM 12 00
5-6 .NM 10 00
7-8 .NM 8.00
9-10. NM 6.00
11..NM 5.00
22-23..NM 2.25
25..NM 2 50
35 NM 2 00
39-40 .NM 2 00
46-48 .NM 2 25
50..NM 3.50
51-58..NM 2.25

Witchblade Darkness Special
(1999)
1..NM 3.50

Witchblade Infinity
(1999 one shot)
1..NM 3.50

Witchblade Tomb Raider
(1998-present)
1..NM 2.00

Youngblood (Vol 1)
(1992-1995 1st Series)
1..NM
(2nd Printing) 2.50
1 NM 10 00
2 NM 4 50
4-5 .NM 2.00

Youngblood (Vol 2)
(1995-1997 2nd Series)
2, 4, 7, 9..NM 1.50

KING COMICS

Flash Gordon (King Comics)
(1966)
7..FN+ 12 25
7 VFN. 16.75
9 FN 7 60
10 VG+ 6 60

Mandrake (King Comics)
(1966-1967)
6-7..VFN 14 25
8 .FN+ 11 75
10 FN+ 14 50

Phantom
(1966-1967)
24 .VFN+ 22.25
25 VFN- 15 50
26..FN 10.75

KITCHEN SINK

Spirit
(1983-1992)
2..VFN 2.60
3 .NM 3.00
4 .FN+ 1.95
5-8 NM. 3.00
13 NM... 2.50
21-23..NM 2.50
26. NM 2.00
35. NM 1.50
38-39. NM. 1 50
40 NM-. 1 35
41 NM. 1.50
53-59 .NM 1.50
61-62. NM 1.50

Spirit: The New Adventures
(1997-1998)
1..NM 3.00
25, 7-..NM 2.50

KRYPTON KOMICS

Grab Bag Assortments (Various titles A - Z)
(Grab Bag Assortments)
25..Comics 17 50
50..Comics 29.95
100. Comics 49.95

MARVEL COMICS

A-Next
(1998-1999)
1 NM 3 50
2 .NM 3 00
3 .NM. 2.50
8-9..NM 1.75
10..NM 2.00

Abominations
(1996-1997 3 Issue Ltd)
1-3..NM 1.00

Adventures of Captain America
(1991 4 Issue Squarebound Ltd Series)
1-4..NM 3.50

Age of Apocalypse: The Chosen
(1995 One Shot)
1..NM 2 50

Agent X
(2002-present)
6..NM 2 50

Alien Legion (Vol 1)
(1984-1985)
2-4..NM 3.00
7 FN+ 1.95

Alien Legion (Vol 2)
(1987)
1 NM 3.00
2 NM. 2 50
7. NM. 2.50

Alpha Flight (Vol 1)
(1983-1994 1st Series)
1. NM 7 50
2..NM. 2.50
3..NM. 2.25
3 VFN-. 1.55
4 NM 2.25
7 NM 3.00
8-9 NM 2.25
9..VFN+ 1.80
12-13..NM 2.75
13 VFN+ 2 20
14 .NM 2.75
14 VFN+ 2 20
15 .FN 1.80
15 NM 3.00
16 NM 2.50
18-20 NM 1 75
20 VFN+ 1.40
21 FN+ 1 10
21-23 NM 1.75
24 NM 2.50
24 VG 0 85
25 .NM 1 75
25 .VG+ 0 70
26-27 NM 1 75
28 .NM 2 50
29 .NM 1 75
29 VFN- 1 20
30 NM 1 25
31 NM. 1 00
32 NM 1.25
33 .NM 3 25
33 VFN 2 40
34 .FN+ 2.10
34. NM. 3 25
35. NM 1 25
35 VFN 0.90
36-38 NM. 1 00
38. NM 0 90
39. NM 1 25
40-41..NM 1.00
41 .VFN- 0 70
42-44..NM 1.00
45..NM- 0.90
45. NM. 1.00
45..FN- 0 50
46-47..NM. 1.00
47 .VFN- 0.70
47..VG+ 0.40
48-49 .NM 1.00
49 VFN- 0 70
50..NM 1 50
51 .FN 2.10
51..NM 3 50
52. FN+ 1.95
52..NM 3.00
52..VFN. 2 25
53 .NM. 3 50
54..NM. 1 00
55-56..NM 1 25
57..FN+ 0 80
57 .NM. 1.25
58 .NM. 1.00
59 FN- 0.85
59 .NM. 1.75
59..VFN 1 30
60..NM. 1 00
61..NM. 2 25
61..VFN- 1 55
62 NM. 2.25
63-69..NM 1.25
70-74..NM. 1.00
74 VFN- 0.70
75. NM. 2 50
76-80 .NM 1.00
81. NM. 1.50
82-86 .NM 1 00
90..NM 2 00
91-97..NM 1.00
97..NM 2 00
98-99..NM 1.00
101 NM 1.00
103-105 NM 1 25
106 NM 7.95
110 .VFN+ 1.00
110..VFN- 0.85
110..NM 1.25
111 .NM 1.25
112-113 NM 2.00
114-118. NM 1 25
120 NM 1.25
121-122 NM 2.00
123-127..NM 1.25
128..NM 2.50

Alpha Flight (Vol 2)
(1997-1999)
1..NM. 7.50
2..NM. 3.50
3 .NM 3.00
4..NM. 1 75
5-11..NM 1.50
11..VFN- 1 05
12..NM. 2.50
13-19..NM 1.75
20..NM 2.50

Alpha Flight Annual
(1986-1987)
1..NM. 1.50
2..NM. 1.25

Alpha Flight Special (Ltd)
(1991 4 Issue Ltd Series)
2..NM. 1.00

Alpha Flight Special
(1992 One Shot)
1..NM. 1.50

Amazing Adventures (Vol 2)
(1970-1976 2nd Series)
5..VFN 12.00
6..VG+ 4.60
16..VFN- 11.00
18. VFN 9.30
19. VFN+ 4.00
21. NM 5.00
26. VG 0.70
26..NM- 4.50
29..VG 2.00
29..VG+ 2.00
30..NM 5.00
31..VFN+ 4.00
31-32..VG 1.75
33..VG+ 2.00
34..NM. 5.00
34..VG+ 2.00
35 .FN 0.90
35..VG+ 2.00
36 .FN- 0.80
36 VG- 2.00
36. VFN+ 4.00
37. FN 3 00
37. VFN+ 4.00
38. VFN 3.75
39. VFN 1 10
39. VFN+ 4.00

Amazing Fantasy
(1962/1995-1996)
17-18. NM 2.50

Amazing Scarlet Spider
(1995 2 Issue Ltd Series)
1-2..NM 1.75

Amazing Spider-Man (Vol 1)
(1963-1998 1st Series)
1..VFN (app) 3700.00
7..FAIR
(2nd Vulture) 34.00
7. VG
(2nd Vulture) 115.00
10 FN- 285 00
10 FN- 150.00
11 FN+
(2nd Dr Octopus) 200.00
11..VG
(2nd Dr Octopus) 100.00
15..FN+
(1st Kraven) 170.00
23..FAIR
(4th Green Goblin) 12.50
28 VG-
(1st Molten Man) 42.00
30..VG+ 29.50
34..VG
(3rd Kraven) 21.75
35 FN
(2nd Molten Man) 36.50
42. VG 20 25
43..FN+ 29 00
44..G 7 50
47. VFN-
(Kraven app) 26.25
47..VG+
(Kraven app) 16.50
49..VG+ 16 50
49..FN- 19 00
51..VG-
(2nd app Kingpin) 25.50
51..G+
(2nd app Kingpin) 19.50
54..G- 8 20
55..VFN- 26 25
57 FN- 28.50
57 .VFN- 46.50
58..VG- 18.00
67..VFN 36.00
70 .FN- 19 00
72 .FN-
(2nd app Shocker) 19.00
73-74..FN- 19.00
74..VG+ 16 50
75 FN- 15.00
77 .FN 17 00
78 .G+
(1st app Prowler) 7.60
79..FN 17.00
79..VG- 9.50
80 .G+ 7.60
80 .VG+ 13.00
82 .FN- 15.00
83..VG+
(1st Schemer) 13.00
86..VG 11.50
90..VG
(Cpt Stacy dies) 17.25
91 .FN+ 21.00
92..VG+
(Iceman app) 13.00
92..VG-
(Iceman app) 9 50
93 .VG+ 13.00
94 FN- 26.50
96 .VG+ 28.00
100..VFN+ 110.00
106..VG 8.70
113..VFN 21.50
114..FN+ 15.75
117. NM- 27.00
117. VG- 7.20
119 FN 21.50
120 VG+ 14.50
126. VFN+ 13.25
126..FN 9.10
126..FN- 8.90
126..NM 23.50
127..VG+ 7.70
128..VFN+ 19.00
128..FN 10 00
137. FN+ 26.00
137. FN- 20 00
138 NM 18.00
140 NM 18.00
143 FN+ 7.80
146 NM 18.00
150 VFN-
(Clone app) 28.00
153 VFN+ 9.50
157 VFN 9.00
163 VFN+ 7 20
164-165..VFN- 6.30
167 VFN- 6.30
170 VFN- 4.90
172 VFN 6.70
183-184 .NM 7.00
190. VFN 5.20
218..NM 6.00
220..NM 4.00
222-223 .NM. 3.50
225..NM 3 50
234..NM 3.50
235 .VFN- 2.45
242 .VFN- 2.45
247 VFN 2.60
250..VFN+ 6 00
251 NM 5.00
253 .NM 3.50
256 NM 3.25
260 NM 4.50
265 NM
(1st Silver Sable) 6.00
268 NM 3 00
271 NM 2 25
273 NM 3 00
274. NM 6.50
277. VG+ 0 90
279. FN- 1 10
279-280 NM 2.25
280. VFN- 1 55
281. VFN+ 2.80
283. NM 3 50
286..NM 3.00
288..NM 3.50
288..VFN 2.60
289..VFN+ 7.20
291..NM 2.50
292 NM 2.25
292 NM- 2.00
293 .NM 5 50
293 VFN- 4.10
294 .NM 4.25
295 VFN 2.05
295. VFN 2.20
295..NM- 2.45
295 .NM 2.75
295 VFN- 1.90
296 NM 2.25
298 VFN-
(1st Venom) 17.50
299..FN- 10.00
301. VFN- 5.60
302 NM 7.50
302..VFN+ 6 00
302..VFN- 5.20
303..FN+ 4.50
303 NM 7.00
304 VG+ 2 40
305. NM 6 00
305..VFN- 4.20
305..VFN- 4.50
305 FN+ 3.90
306. NM 6.00
306..VFN- 4 20
307. VG+ 2.40
308..VFN 4.50
308..VFN- 4.20
309..FN+ 3.90
310..NM 5 00
310..VFN+ 4 00
311..VFN 4.80
313..NM 5.00
313..VFN+ 4.00
314..NM 4.00
314..NM- 3.60
314 .VFN 3.00
315..NM 6.00
316..VFN 4.50
317..VFN+ 4.00
318..NM 6.00
318..NM- 5.40
318..VFN 4.50
318 .VFN+ 4.80
319..VFN- 4.50
319..NM 6.00
319..NM- 5.40
319 .VFN+ 4.80
320 .VFN 3.75
320 .NM 5.00
320 .FN+ 3.50
321..FN+ 2.80
321..NM 4.00
321 .VFN 3.00
322-323..NM 4.00
323 .VFN+ 3.20
324..NM 6.00
324..VFN 4.50
324. VFN- 4.20
325 VFN+ 3.60
325 NM 4.00
325. VFN 3.00
326..NM 2.25
326..NM- 2 00
327 .NM 2 25
327 VFN- 1 55
328..NM 7.50
328..VFN 5.60
329..NM 2.25
330..NM 2.75
330 VFN 2.20
331 FN 1 80
331 FN+ 1.90
331 NM 2.75
331..VFN 2.20
332..NM 2.75
333..NM 2.75
333..FN+ 1.75
334-335 .NM 2.25
335. VFN- 1.55
336-338 NM 2.25
339 .NM 1.75
339 .NM 2.25
339 VFN 1 40
339 VFN- 1.30
340 .NM 1.25
340 .NM 2.25
341 .NM 2.25
341 NM 1.75
342-343 NM 5.50
344 .NM 2.75
345 NM 5.50
345 .VFN+ 4.40
348 .NM 3.50
348 VFN- 2.45
349 NM 2.50
350. NM 3.50
351..NM 2.50
354-356 .NM 2 50
358 NM 2.50
359 NM 4.00
360 NM 5.00
362..NM 8.00
363 .NM 6.00
364 FN+ 1.95
364..NM 3.00
365. NM 4.95
366-367..NM 3 00
368..NM 2.25
368-371..NM 3 00
373..NM 3.00
375..NM 7.50
376..NM 2.25
376 .NM 3.00
377..NM 2.25
377..NM 3.00
381..NM 3 00
382 .NM 1.25
382..NM 2.25
383 .NM 1 25
384 .FN+ 0 80
384 NM 1 25
384 .NM 2.25
385 .NM 1.25
388 .NM 4.00
389..NM 1.25
389..NM 2.25
390..NM 1.25
390 NM 2 50
391. NM- 2.00
391 NM 2.25
391 NM 1.25
392..NM 3.00
393..NM 1.25
393..NM 2.25
393..VFN+ 1.80
394 NM 3.50
395-396..NM 2.50
397..NM 2.50
398-399..NM 2.50
401-402. NM 2.50
412. NM 3.50
413-414..NM 2.50
415-416..NM 3.50
417..NM 2.50
419..NM 2.50
422-426..NM 2 50
429. NM 2.50
432. NM 5.50

Amazing Spider-Man (Vol 2)
(1998-present 2nd Series)
1. NM 22.50
1. NM
(Sunburst Variant Cover) 40.00
1..NM- 20 25
2..NM 12 50
7. NM 8.50
11-12..NM 8.50
17-18..NM 6.50
25..NM 8 50
30. NM 25 50
31. NM 15.50
32..NM 10.50
34..NM 8.50
35..NM 6 50
38-41..NM 5 00
42-43 .NM 4.00
45-49..NM 4.00

Amazing Spider-Man Annual
(1964-present)
2..VG+ 57.50
2..VG- 36.00
4 VG-. 14.25
6 .VFN. 20.50
7..VG+ 8.70
10..VFN 7.50
11..NM 5.00
11..VFN- 5 60
12. NM 8 00
14. NM 5.00
15. FN+ 4.50
15..NM 7.00
15..NM- 9.00
16..NM 5 00
17-18 .NM 3 00
20. NM 3 50
22 FN+ 1.45
22-23..NM 2.25
23..VFN+ 1.80
23..NM- 2.00
23 .VFN 1.80
24..VFN- 1 55
24..NM 2.25
25-28..NM 2.25
1997. NM 3 00
1999-2000 .NM 3.00

Amazing Spider-Man: Soul of the Hunter
(1992 One Shot)
1 .NM 5 95

Amazing X-Men
(1995 4 Issue Ltd Series)
1 NM 3.50

Annex
(1994 4 Issue Ltd Series)
2-4..NM 1.50

Archangel: Phantom Wings
(1996 One Shot)
1..NM 2.50

Askani son
(1996 4 Issue Ltd Series)

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1-4..NM 2.50

Astonishing Tales
(1970-1976)

3..VG+ 6.90
4-5..FN- 7.90
5..VG+ 2.40
6..VFN 15.00
7..FN+ 8.10
9..VFN 8.20
10..FN+ 7.10
11..VFN 7.20
12..VFN 13.25
13..FN 6.20
15-16..VFN 4 50
16..VG+ 2.40
17..NM 6 00
17..VG+ 2 40
18..FN+ 3.90
19..NM 6.00
20..VFN+ 4.80
21..NM 16 50
22..VFN- 7.00
23..FN+ 6.50
25..VFN 26.25
26..NM 7.00
26..VFN- 4.90
27..FN+ 3.25
27..FN+ 3.50
27..NM- 4.50
27..VG+ 2 50
27..VG- 1 50
28..FN 3.00
28..NM- 4.50
28..VFN 3.75
29..FN+ 3.25
29..G+ 1.25
30..NM 5.00
30..FN- 2.50
31..FN+ 3.25
31..NM 5.00
31..NM- 4.50
31..VFN+ 4.00
32..FN 2.40
32..NM 4.00
32..VFN+ 3.20
33..NM 4.00
33..VFN- 2.80
34..NM 4.00
34..VFN+ 3.20
34..FN 2.40
34..FN+ 2 60
35..FN+ 2 60
35..FN- 2.00
35..VFN+ 3.20
35..VFN- 3.00
35..VG 1.40
36..NM 4.00
36..VFN 3 20
36..VFN+ 3 20

Avataars: Covenant of the Shield
(2000 3 Issue Ltd Series)

1-3..NM 2.50

Avengers (Vol 1)
(1963-1996 1st Series)

3..VG- 59.50
4..FN- 405.00
5..FN+ 86.00
5..VG+ 49.25
6..FN+ 70.00
6..VFN- 87.50
7..FN 52.50
7..VFN- 87.50
8..FN+ 66.00
8..VFN- 82 50
10..VG+ 34.50
11..VG+ 42 50
12..VG 22.00
13..FN 33.00
13..VG+ 25 25
14..NM 110 00
14..VG 22.00
15..FN+ 34.00
15..VFN- 42.50
16..VFN- 55.00
17..FN- 24.75
17..VG 18.75
18..FN 28.50
18..VG+ 21.75
19..FN+ 40.75
19..FN- 28.00
20..FN+ 26.50
20-21..FN- 19.00
21..VFN- 31.00
22..FN 21.50
22..FN+ 26.50
23..VFN+ 32.25
23..VG 11.50
23..FN+ 21.00
24..FN+ 21.00
24..VG+ 13 00
26..VG 11.50
26..VG+ 13.00
27..FN+ 21.00
27..FN- 15.00
27..VG 11.50
28..VG+ 13.00
29..FN+ 21.00
29..FN 17.00
30..VFN- 24.75
31..VFN 21.50
32..VFN- 18.50
33..FN+ 15.75
33..NM- 27.00
34..FN 12.75
35..VFN 21.50
35..VG+ 9.75
36..VFN- 18.50
37..FN 18 00
37..FN+ 19 50
39..VFN- 21.00
41..VFN- 17.50
42..VFN 18.75
43-44..FN- 16.25
44..VG+ 10.00
45..VFN+ 20.00
46..VFN- 17.50
47..FN 18.00
49-50..FN+ 16.25
51-52..FN 15.00
52..VG- 7.50
53..VFN+ 28.00
55..FN+ 16 25
55..VG 8 70
56..VFN 18 75
56..VG+ 10 00
57..VG 18.75
57..VG+ 21 25
59..VG 7.00
61..FN 12.00
61..VG+ 8.00
62..FN- 10.00
63..FN 12.00
63..VFN- 14.00
64..FN+ 13.00
64..VFN 15.00
65..FN 12.00
65..FN+ 13.00
65..FN- 10.00
66..VG+ 9.00
66..FN+ 14.50
67..FN 13.50
67..VG+ 9.00
68..FN- 9.20
68..VG 6.40
70..FN- 9.20
71..VG-
(1st Invaders) 8.40
72..FN 10.50
72..VFN- 12.25
74..VFN 13 00
77..FN 10 50
77..FN- 8.70
78..FN 10.50
79..VFN- 12.25
81..VG+ 7.00
82..FN 10.50
87..FN 14.00
88..VFN 15.00
89-90..FN 10.50
91..VG+ 7.00
97..VFN- 14.00
98..FN+ 13.00
98..VFN 15.00
99..VG+ 8.00
100..FN+ 34.25
100..VG+ 21.25
101..VFN- 9.75
102..FN+ 8.10
103..FN 7.50
103..FN+ 8.10
104..VG+ 5.00
104..VFN- 8.70
105..FN 7 50
105..VFN 9.30
105-106..VFN+ 10.00
107..VFN 10.50
107..VFN- 9 75
108..VFN 9 30
108..VFN+ 10 00
108..VFN- 8 70
109..VFN+ 10.00
110..VFN- 14.00
110..G 4.00
111..G- 3.00
112..FN- 7.50
113..VG 3.50
114..FN+ 6.50
116-117..FN+ 10.25
118..FN 9.50
119..VFN+ 8.00
119..VG 3.50
120..VFN- 7.00
122..FN 6.00
124..VG- 3 75
126..VFN+ 10.00
127..VG 4.35
128..VFN- 8.70
129..VG 4 35
130..VFN 9 30
131..VFN- 8 70
132..VFN+ 8.00
134..VG+ 4.00
139..FN+ 5.50
140..VG+ 3.60
142..FN+ 4.80
143-144..VFN- 5.20
145..FN 3.90
146..VFN+ 5.20
146..VG+ 2.60
147-148..NM 6.50
149..VFN 5.60
151..VFN- 4.50
152..VFN 3.75
153..NM 5.00
153..VFN 3.75
153..VFN- 3.50
155-156..NM 5.00
157..FN- 2.50
157-158..NM 5.00
158..VFN- 3.50
159..NM 5.00
160..FN+ 3.25
160..NM 5.00
161..NM 4 50
161..VFN 3.35
161..FN+ 2.90
162..VFN- 3.15
162..NM 4.50
163..FN+ 2.90
163-164..NM 4.50
164..VFN- 3.15
165..VG+ 1.80
166..NM 4.50
166..VFN+ 3.60
167..NM 6.00
168..VFN 2.60
168..VG+ 2.40
169..FN+ 2 90
169..NM 4.50
169..NM- 4.05
169..FN- 1.50
170..NM 2.50
170..NM 4.00
170..VFN- 2.80
171..NM 2.75
171-172..NM 4.00
173-176..NM 5.00
177..NM 4.00
178..FN 2.40
178..NM 4 00
179..NM 2 50
179-180..NM 4 00
180..VFN 1.85
180..VFN 3.00
181..VG- 1.50
182..NM 2 00
182..NM 4 00
182..VFN+ 3 20
185-186..NM 3.50
188..NM 2.50
188-189..NM 3.50
190..NM 2.75
191..NM 2 50
192..NM 1 50
192..VFN+ 1.20
193-195..NM 1.50
197-198..NM 1.50
199..NM 1.50
199..VFN- 1.05
199..FN+ 0 95
201..FN+ 1.05
201..FN+ 1.05
201..NM 1.50
201..VFN 1.10
202-203..NM 1 50
203..VFN+ 1.20
204-205..NM 4.50
206..NM 1.50
206..VFN- 1.05
206..FN+ 1.05
206..FN+ 0.95
207-208..NM 1.50
208..VFN+ 1 20
209..NM 1.50
210..FN+ 0.95
210-211..NM 1.50
212..NM 2.00
213..FN+ 0 95
213..NM 1.50
213..VFN 1.20
214..NM 1.50
215..VG- 0.60
215..NM 2.00
216..NM 2.00
217..NM 1.50
217..VFN 1.10
218-219..NM 1.50
219..VFN+ 1.20
220..NM 1.50
220..VFN+ 1.20
221..NM 2.25
222..NM 1.50
223..NM 2.25
224-227..NM 2.50
228..VFN 1.60
228..NM 2.00
229-233..NM 2.00
234-235..NM 1 75
236-237..NM 2.50
238..FN+ 1.20
238-239..NM 1.75
239..VFN 1.40
240..NM 1.75
240..VFN 1.40
241..NM 1.50
241..VFN- 1.10
242-245..NM 1.50
245..VFN 1.20
246-248..NM 1.50
249..NM 2.00
250..NM 3.00
251..NM 2.00
252..VFN- 1.40
253..NM 1 25
253..NM 1 50
254..NM 2 00
254..NM- 1 80
255-256..NM 2.00
257..NM 1.25
257..NM 1.50
259..NM 1.25
259..NM 2.00
260..NM 1 50
261-262..NM 1.25
262..VFN 1 00
263..NM 3 50
263..VFN- 2 45
264..NM 1 25
264..VFN- 1 00
265..NM 1 25
266..NM 1.50
267-269..NM 1.25
269..VFN 1 00
270..NM 1.25
271-272..NM 1 00
273..NM 1 25
274..VFN 1.10
277..NM 1.50
278-280..NM 1.00
280..VFN- 0 70
281..NM 1 50
282-291..NM 1 00
291..VFN 0.75
291..VFN+ 0.80
292-293..NM 1 00
293..VFN 0.75
294-296..NM 1.00
296..NM- 0.90
297-299..NM 1.00
300..NM 3 50
301..NM 1 00
302..NM 4.00
303-309..NM 1.00
310..NM 1.50
311..NM 1.00
311..NM- 0 90
313..NM 1.00
314..NM 2.25
315..NM 1.00
316-317..NM 1.50
318..NM 1.00
319-323..NM 1.00
319..NM 0.75
324-325..NM 2.00
326-328..NM 1.50
329..FN- 0 95
329..NM 1.50
331-336..NM 1.50
337..NM 0.75
337..NM 1.50
338..NM 0.75
338-343..NM 1.50
344..NM 0.80
344..NM 1.50
345..NM 2.00
345..NM 1 25
346..NM 1 00
346..NM 2.00
347..NM 3.00
348..NM 1.00
348..NM 1.50
348..VFN 0.80
349..NM 1.25
349..NM 1.50
350..NM 1.75
351-352..NM 0.80
353-354..NM 1.00
355..NM 1.50
356..NM 1.00
357..NM 1.50
358..NM 1.00
359..NM 0.80
360..NM 4.00
360..VFN- 2.80
361-362..NM 2.50
363-364..NM 3.50
365..NM 2.50
367-368..NM 2.50
369..NM 4 95
369..VFN-
(Blood Ties pt 5) 3.45
370-373..NM 2.50
375..FN+ 1.60
375..NM 2.50
376..NM 2.00
377..NM 1.25
377-378..NM 2.00
379..NM 1.25
381..NM 1.25
382..NM
(Double Feature) 2.50
383..NM 2.00
384-387..NM 1.25
388..NM 2.00
390..FN+ 0.80
390-391..NM 2 00
393..NM 2 50
396..NM 2 50
402..NM 6.50

Avengers (Vol 2)
(2nd Series 1996-1997)

1..NM 5.50
2..NM 4.50
6..NM 4.00
12..NM 4.00

Avengers (Vol 3)
(3rd Series 1997-present)

1..NM
(Sunburst Variant Cover) 12.50
1..NM 3.50
2..NM 6 50
4-6..NM 5.00
8..NM 5 00
12..NM 5 00
13-18..NM 4.00
18..VFN- 1.55
19..NM 4.00
21-24..NM 3.50
26..NM 3.50
27..NM 4.50
28..NM 3.50
30-32..NM 3.50
33..NM 2.00
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37..NM 2.00
40..NM 4.00
41-42..NM 3.50
43..NM 2.00
43..NM 2 50
44..NM 2.00
44-47..NM 2.50
51..NM 2.50
55-56..NM 2.50
58-59..NM 2.50
60..NM 3.50
62..NM 2.50

Avengers 1999
(1999 Annual)

1..NM 3.00

Avengers 2: Wonderman & Beast
(2000 3 Issue Ltd Series)

1-3..NM 2.50

Avengers Annual
(1967-1994)

1..VG- 12 50
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7..FN+ 13.00
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9..NM 5.00
10..NM 25.00
10 NM- 7.20
10 NM- 22 50
10 VFN- 17.50
11 NM 5.00
12-13..NM 4.00
15..NM 3.00
16-17..NM 2.50
18..NM 2.25
19-23..NM 1.75

Avengers Forever
(1998-99 12 Issue Ltd)

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1..NM 3.50
2..NM 2.50
3-12..NM 2.25

Avengers Infinity
(2000 4 Issue Ltd Series)

1..NM 3.00
2-4..NM 2.50

Avengers Story, The Last
(1995 2 Issue Ltd Series)

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2..NM 12.50

Avengers, Giant-Sized
(1974-1975)

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Avengers: Celestial Quest
(2001 8 Issue Ltd Series)

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Avengers: The Terminatrix Objective
(1993 4 Issue Ltd Series)

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Black Panther (Ltd)
(1988 4 Issue Ltd Series)

4..FN+ 0 95

Black Panther (Vol 2)
(1998-present)

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2..NM 4.50
4-10 NM 3.00
11-13..NM 2.50
23..NM 2.25
32-34..NM 2 25
36..NM 3.00
37-39..NM 2 25
44..NM 2.50
48-49..NM 2.50

Black Panther: Panthers Prey
(1991 4 Issue Ltd Series)

1..NM 4.00

Black Widow
(1999 3 Issue Ltd Series)

1..NM 4.50
2-3..NM 3.50

Blackwulf
(1994-1995)

1..NM 1.50
2-4..NM 1.00
4..NM 1.10
5..NM 1.00
8..NM 1 10
8..NM 1 00
9..NM 1.10
9..NM 1.00
10..NM 1.00
10..NM 1.10

Blaze of Glory
(1999-2000 4 Issue Ltd Series)

1-4..NM 2.50

Blaze: Legacy of Blood
(1993 4 Issue Ltd Series)

1-4..NM 2.00

Blood: A Tale
(1988 4 Issue Ltd Series)

1, 3-4..NM 3.50

Bloodstone
(2001 4 Issue Ltd Series)

3..NM 3.00

Brotherhood, The
(2001-2002)

1..NM 3.50
2..NM 2 25
4-8..NM 2.25

Cable
(1993-present)

-1..NM 1 25
1..NM 3 50
1 VFN 2.60
2..NM 2 50
3-4..NM 2 00
5..NM 1 75
5..VFN- 1.20
6..NM 1.75
10..NM 1.75
12-14..NM 1.75
17..NM 2.00
18-20..NM 1 75
20..NM- 1 55
21-24..NM 1.75
25..NM 4 95
26-28..NM 1.75
29-32..NM 2.50
33..NM 3.00
34-35..NM 4.00
36..NM 1.75
36 VFN+ 1.40
37-40..NM 1.75
41-43..NM 2 00
44..NM 1 75
45-47..NM 2.00
48..NM 2.00
48..NM 1.75
49..NM 1 75
49..NM 2 00
50..NM 3 00
51-55..NM 1.75
56..FN 1.05
56-67..NM 1.75
67..VFN- 1.20
68-70..NM 1 75
70..VFN- 1.20
71-72..NM 1.75
73-74..NM 2.00
75..NM 4.00
76-77..NM 2.50
78..NM 2.00
79..NM 1.75
79-85..NM 2.00
86..NM 2.50
88..NM 2.50
89-95..NM 2.00
98-99..NM 2.00
100..NM 4.00
101..NM 2.00
103..NM 2.00
104-105..NM 2.25
107..NM 2.25

Cable Annual 1999
(1999)

1999..NM 2.25

Cable: Blood & Metal
(1992 2 Issue Ltd Series)

1..NM 4.95
2..NM 3.50
2..VFN+ 2.80

Cage (Vol 1)
(1992-1993)

1..NM 2.00
2-4..NM 0.50
6-9..NM 0.50
10..NM 1.00
11..NM 0 50
12-15..NM 1 00
17..NM 1.00

Call of Duty: The Brotherhood
(2002 6 Issue Ltd Series)

3-5..NM 3.00

Call of Duty: The Precinct
(2002 6 Issue Ltd Series)

1..NM 3.00
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Call of Duty: The Wagon
(2002 4 Issue Ltd Series)

1-2, 4..NM 2.50

Captain America (Vol 2)
(2nd Series 1968-1996)

100..VG 66.00
101..FN- 20.75
101..VG 15.75
102..VFN 28.75
103..FN+ 17.00
103..FN+ 21.00
103..VFN- 24.75
104..FN- 17 75
104..VG+ 13.00
105..FN- 18.50
105..VG+ 11.50
106..FN 15.00
106..VFN+ 28.25
106..VG+ 11.50
107..NM- 31.50
107..VG- 8.40
108..FN 15.00
108..VFN+ 28.25
108..VFN- 21.50
109..VG 15.75
109..VFN- 34.00
110..FN+ 26.50
112..FN+ 14.50
112..VFN 19.75
112..VFN- 17.00
113..VG+ 16.50
114..FN+ 9.50
115..FN 7.70
116..FN 6.80
117..FN+ 23.75
118..VG 5.60
119..VG+ 6.40
120..VG+ 6.40
120..VFN- 11.00
121..FN+ 6 50
121..VG 3.50
122..FN+ 6.50
122..VFN 7.50
123..VG 3 50
124..FN+ 6.50
124..FN- 5.00
124..VFN- 7.00
125..VG 3.50
126..FN+ 6.50
126..FN- 5.00
126..VFN- 7.00
127..VG 3.15
127..VFN- 7 00
127..FN+ 6 50
128..FN- 5 00
128..VFN 7.50
128..FN+ 6.50
129..FN- 5.00
129..VFN- 7 00
130..VFN 7 50
130-131..VFN+ 8.00
131..VFN- 7.00
132..VG+ 4.00
133..VFN- 7.00
134..VFN 7.00
134..VG+ 4.00
134..VFN 7.50
135..VFN 7.50
135..VFN- 7.00
135..FN+ 6.50
136..VFN 7 50
136..VFN+ 8 00
136..VG- 3 00
137..VFN+ 11.00
138..VFN 10.50
138..VFN- 9.75
139-140..VFN- 7.00
141..NM 11.00
142..VFN 8.20
142..VFN- 7.70
144..VFN 6.00
145..VFN+ 6.40
146..VFN- 5 60
147..VFN 6.00
148..VFN+ 6.40
149..VFN- 5.60
150..NM 8.00
151..VFN- 5.60
152..FN+ 5.20
152..VFN- 5.60
154..NM- 9.00
157..NM 7.00
158..VFN+ 5.60
159-160..NM 7.00
161..VFN- 4.90
162-163..VFN+ 5.60
164..NM 7.00
167..VG+ 2.80
168..VFN 5.60
168..VFN- 4.90
169..VFN+ 5.60
170..FN+ 4.50
170..NM 7.00
171..VG+ 2 80
176..VFN- 3.15
176..NM- 6.30
177..VFN 5.20
178-179..VFN- 2.10
180..FN+ 2.90
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181..NM 3.50
181..VG 1.20
182..VFN- 1.40
184..VFN- 1.40
187..FN- 1.00
213..NM 2.00
229..FN+ 0.95
232..VFN- 1.05
233..VFN+ 1.20
243..NM 1.50
244..NM 1.25
248..VFN- 1 55
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252..VFN- 1.65
256..NM 1.75
258..NM 1.75
260..NM 1.75
262..VFN- 1.05
263..NM 1.50
267..NM 1.75
267..VFN 1.40
268-270..NM 1.75
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283..NM 1.50
284..NM 1.25
286..NM 3.00
287-288..NM 2 50
289..NM 1 75
291-296..NM 1 75
296 VFN+ 1 40
296 VFN- 1 20
297..NM 1 75
297..VFN 1.40
298..NM 1.75
298..VFN- 1.20
302..VFN 1 00
304..NM 1 25
305..VFN- 2.10
306..FN+ 1 95
306..NM 3.00
306..VFN- 2.10
308-309..NM 1.75
311..NM 1.00
314..NM 1.75
314..VFN- 1.20
315-318..NM 1.75
318..VG+ 0.70
319..NM 1.75
319..VFN 1.30
321-327..NM 1.75
328..NM 1.50
329-331..NM 1.25
332..NM 5 00
332..VFN 3 75
333..FN+ 3 90
333..NM 6.00
333..VFN 4 80
334..NM 2.75
334..VFN- 1.90
335..NM 3.00
336..NM 2.00
336..FN+ 1.30
337..NM 2.25
338-340..NM 2.00
340..VFN+ 1.60
341-342..NM 2.00
342..VFN- 1.40
343..NM 2.00
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344..NM 2.50
345..NM 2.00
345..VFN+ 1 60
346..NM 2.00
347..VFN 1 60
347..VFN 1.50
347..NM 2.00
347..FN+ 1.30
348..VFN- 1.40
348..NM 2 00
349..NM 2.00
349..VFN+ 1.60
350..NM 2.50
351..NM 1.25
351..VFN- 0.85
352-353..NM 1.25
354-356..NM 1.00
356..VFN 0.80
358-366..NM 1.00
368-377..NM 1 00
379-380..NM 1 00
380..VFN- 0.70
381-383..NM 2.00
384..NM 1.00
384..VFN 0.75
385..NM 1.00
387-389..NM 1.00
391..NM 1.00
394-395..NM 1.00
397-398..NM 1.00
399..NM 2.00
400..NM 2.25
401..NM 2.00
402-407..NM 1.00
409-415..NM 1.00
420..NM 1.00
422-423..NM 1.00
425..NM 2.50
426..NM- 2.25
429..NM 2 50
431..NM 2.50
433-434..NM 2 50
437-440..NM 2.50
444..NM 5.00
445-446..NM 3.00
447..NM 2.50
448..NM 2.75
449-453..NM 2.50
454..NM 3.50

Captain America (Vol 3)
(3rd Series, 1996-1997)

3..NM 2.50
5..NM 2.50
7-10..NM 2.50

Captain America (Vol 4)
(4th Series 1997-2001)

1..NM 3.50
1..NM_
(Variant Cover) 5.95
2-11..NM 3.00
12..NM 4.00
13-20..NM 3.00
21-22..NM 2.50
24..NM 2.50
25..NM 3 00
26-28..NM 2.00
26..NM 1.75
30..NM 2.00
32-34..NM 2.00
36..NM 2 00
39-45..NM 2 00

Captain America (Vol 5)
(5th Series 2002-present)

1..NM 6.50
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4-8..NM 2.50

Captain America - Goes To War
(1990)

1..NM 1.25

Captain America - The Drug Wars
(1994)

1..NM 2.50

Captain America 1999
(1999)

1999..NM 3.00

Captain America 2000
(2000 One Shot)

1..NM 3.00

Captain America Annual
(2nd Series 1971-1994)

1..VFN 16.75
3..VG 2.90
4..NM 10.00
5..NM 2.75
5..VFN- 2.05
6..NM 2.75
6..VFN 2.05
7..NM 2.75
7..VFN 2.20
7..VFN- 1.90
8..NM 20.00
9-11..NM 1 75
12-13..NM 2.50

Captain America Sentinel of Liberty
(1998-1999)

1..NM 2.50
2-3..NM 1.75
3..VFN- 1.20
4-5..NM 1.75
6..NM 2.25
6..VFN+ 1.80
7-11..NM 1.75
12..NM 2.50

Captain America Special Edition
(1984)

1-2..NM 3.50

Captain America/ Citizen V Annual
(1998 Annual)

1..NM 2.50

Captain America: Dead Man Running
(2002 4 Issue Ltd Series)

3..NM 2.50

Captain Marvel (Vol 1)
(1968-1979 1st Series)

1..VG 22.50
2..FN- 9.75
3..VG 6.10
4..FN+ 11.25
5..FN 10.50
6..VG+ 4.00
7..FN- 5 00
8..G- 1 50
8..VFN- 7.00
9..VG+ 4.00
10..FN 6.00
10..VFN- 5.20
11..FN- 5.00
14..VG 4 90
16..FN- 3 75
18..VG 1.90
18..VG 2.60
21..VFN- 9.75
22..FN- 3.75
23..VG 2.60
25..FN- 7.50
28..VFN 11.25
34..FN- 4.00
34..VFN 3.00
35..NM 3.50
35..VFN- 0.85
36..VFN+ 2.40
37..VG+ 1.20
37..VFN- 1.75
38..VFN+ 2.00
38..VFN- 2.10
39..NM 3.00
40..VFN 2.25
41-42..NM 2.50
42..VFN+ 2.00
43-48..NM 2.50
51-52..NM 2.50
53..NM 1.25
53..NM 2.50
54..NM 1.25
54-55..NM 2.50
56..NM 2.50
56..NM 1.25
57..NM 2.50
57..NM 1.25
58..NM 1.25
58..NM 2.50
58 NM- 2.25
59 NM 1.25

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62..NM-..... .....2 25

Captain Marvel (Vol 2)
(1995-1996 2nd Series)
2..NM..... .....1.50

Captain Marvel (Vol 3)
(1999-2002)
2..NM..... ..... 3 50
3-11..NM..... .....3.00
13-14..NM..... ..... 3.00
15..NM..... ..... 2 00
20-24, 27..NM..... .....2 25
29-34..NM..... .....2.25

Captain Marvel (Vol 4)
(2002)
1..NM..... ..... .5.00
2..NM..... ..... .4.00
3-4..NM..... .....3.00
5-6..NM..... .....2.50

Captain Marvel Special
(1989 one shot)
1..NM..... ..... .1.00

Captain Savage
(1968-1970)
12..VFN-..... ..... .8.40

Century: Distant Sons
(1996 One Shot)
1..NM..... .....2.50

Chamber of Darkness
(1969-1970)
1..FN+..... .....19.00
1..VG 10.00
2..FN-..... .....10.00

Champions, The
(1975-1978)
1..VG-..... .....4.80
2..FN+..... .....2.25
2..VFN+..... ....5.20
3..FN..... .....1.80
4..FN..... .....1.95
4..FN-..... .....1.50
4..VFN-..... ..... 2 25
4..VG 2.25
6..FN+..... ....1.95
7..NM..... .....3.00
8..FN-..... .....1.50
9-10..VFN- 2 10
11..VFN..... ....2.60
12..NM..... .....6.50
12..VFN..... .....2.60
12..VFN+..... .....5.20

Children of the Voyager
(1993 4 Issue Ltd Series)
1-4..NM..... .....1.50

Citizen V
(2001 3 Issue Ltd Series)
1-3..NM..... .....2.50

Citizen V: V Battalion Everlasting
(2002 4 Issue Ltd Series)
1-3..NM..... .....3.00

Clandestine
(1994-1995)
1..NM..... .....4.00
2-5..NM..... .....2.50
6-12..NM..... .....2.00

Clandestine Preview
(1994 One Shot)
1..NM..... .....2.50

Classic X-Men
(1986-1995)
1..NM..... .... 4.00
2..NM..... .... 3 00
3-4..NM..... .....2.50
5-8..NM..... .....2.25
8..VFN 1.65
9..NM..... .....2.25
10..NM..... ....3.00
11-20..NM..... .....1.75
20..NM-..... .....1.55
21-26..NM..... .....1.75
26..NM-..... .....1.55
30-31..NM..... ....1 75
31..NM-..... .... .1.55
32 ..NM..... ....1.75
34 ..NM..... ....1.75
35-38..NM..... .....1.25
39 ..NM..... .....3.00
40-43..NM..... .....1.25
47..NM..... .....1.25

Clive Barkers Book of the Damned
(1991-1992)
1-2..NM..... .....3.50

Clive Barkers Night Breed
(1990-1993)
5-25..NM..... .....1.50

Cloak & Dagger (Ltd)
(1983-84 4 Issue Ltd)
3 ..NM..... ....1.25

Conan the Barbarian
(1970-1993)
1..VFN-.. ..... . 100.00
3..VFN+..... . . .93.50
4..FN-..... .....19.00
5..NM- 45.00
5..VG+..... .....16.50
6..FN..... .....12.75
7-8..VFN- 18.50
9..FN+..... .....15 75
11..FN+..... . . .23 75
12..FN+..... . . .14.50
14..FN-..... .....13.25
15..VFN 25.00
16..VFN+..... .....18.75
17-18..FN+ 9.10
19..VG 8.20
20..VFN-..... .....16.25
20..VG+..... .....9 40
21 FN-..... .....10.00
22 ..VFN+..... ..... 16 00
23..VFN..... .....20 50
24 ..VFN+..... .....20.00
25..VFN 7.50
30..VFN 6.00
31..NM..... .....6 00
33..NM..... .....6 00
34 NM- 5.40
35 ..NM..... .....6.00
37..FN+..... .....6.50
43..NM..... .....4.50
44..VFN+ 3 60
45 VFN-.. ....2 10
46..FN-..... .....1.10
46-47..NM..... .....3.00
48-49..NM..... .....2.50
49..VFN.. ....1 65
50 ..NM..... .....3.00
51-53..NM..... .....2.00
54..VFN-..... .....3.50
55..NM..... .....5.00
56..FN+..... . ..... .3.25
57 ..FN+.. .... 1.10
57. NM. 2.00
59..NM..... .....2.00
60..VFN+..... .....1.60
61-62..NM..... .....2.00
62..VFN+..... .....1.40
63-65 NM 2.00
65..VFN-..... .....1.20
66-68..NM..... .....2.00
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69. NM 2.00
70..NM 1.25
70-71..NM..... .....2.00
72..NM..... .....1.25
72..NM..... .... 2.00
73..FN.. .... 0.75
73-77 ..NM..... .....2.00
78..VFN 1.50
79..NM..... .....1.25
79..NM.. ....2.00
80..NM. 1.25
80..NM..... .....2.00
81..NM..... .....1.25
81..NM..... .....2.00
82..VFN+..... .....4.00
83..NM..... .....4.00
84..VFN+..... .....3.20
85..NM..... .....4.00
86..VFN+..... .....3.20
87..VFN-..... .....2.80
90..NM..... .....4.00
91-92 VFN+ 3.20
94..NM..... .....4.00
95-98..VFN- 2.80
99..FN+..... .....2.60
100..FN..... .....3.60
101. VFN-... . ..... .2.10
102-110. NM..... .....3.00
111-112..NM..... .....2.50
113..VFN+..... .....2.00
114..NM 2.50
115 .VFN+..... .....3.60
116-122..NM. 2.50
124-127..NM.. ..... .2 50
127..VG 0.35
128..FN- 24 25
128-129..NM. 2.50
130-132..NM 2.00
135-136..NM 2.00
136..NM- 1.80
137..NM 2.00
138-148..NM 2 00
149..FN 0.45
150..NM-.... . .. ... .1.80
150..NM 0.75
150..NM 2.00
151..NM 0.75
151-153..NM..... .....2.00
154..NM 0.75
154..NM 2.00
155..NM 0.75
155-161..NM 2.00
171..NM 2.00
174-175..NM..... .....2.00
177..NM 0.75
177..NM 2.00
178..FN- 0.35
179..NM 0.75
179-189..NM..... .....2.00
190..NM 0.75
190..NM 2.00
192..NM 2.00
193..NM 0.75
193..NM 2.00
197..NM 2.00
201-202..NM..... .....2.00
205..NM 2.00
210. NM 2 00
210..VFN-..... ..... .0 50
211..FN-..... .....0.35
211-215..NM..... .....2.00
216 NM 2.00
216..FN-..... .....0.35
217..NM 0.75
217-222..NM..... ..... 2.00
225-227..NM..... .....2.00
228..NM 0.75
228..VFN-.. .... 0 50
229-230..NM. 2 00
231..NM 1 50

Conan the Barbarian Annual
(1976-1987)
3-4..NM 3 50
5..NM 3.00
6-7 .NM 2.50

Conan the King
(1980-1989)
1..NM- 5.80
1..VFN-.. ... ... 4.50
2 FN..... .....2.70
2..NM..... .....4.50
3..FN+..... .....2.25
3..NM- 3 15
5..NM... . . .. .2.00
5-6 .NM 3.50
7 .VFN+..... .....2.80
8-25..NM 3 00
27-30..NM 3 00
32-43..NM 3.00
45..NM 2.50
46..NM..... .....1 50
46..NM..... .....2 50
47..FN-..... .....1.25
47-49..NM..... .....2.50
50-54..NM..... .....2.50
50 .FN- 1.25
55..NM- 2.25

Cosmic Powers (Ltd)
(1994 6 Issue Ltd Series)
1-2..NM 2.75
4..NM..... .....2.75

Creatures on the Loose
(1971-1975)
10..FN+
(1st Kull) 14.25
35..VFN-..... .....1.75
36..FN.. ....1.50
37 .FN 0.75
37 FN 0.80

Cutting Edge: The Hulk
(1995 One Shot)
1..NM.. . ...2.50

Cyclops
(2001 4 Issue Ltd Series)
1..NM..... .....2.50

Cyclops & Phoenix, The Adventures of
(1994 4 Issue Ltd Series)
2-3..NM..... .....2.50

Cyclops & Phoenix, The Further Adventures of
(1996 4 Issue Ltd Series)
1-4..NM..... .....1.75

Daredevil (Vol 1)
(1964-1998)
1..G+ 250.00
10..FN..... .....43.50
10..G 13.50
10..VFN 79.00
10..VFN+..... .....90.50
10..VG- 22.00
11..VFN+..... .. .. 44 50
13..VG+ 18 50
13..FN 24 25
18..VG+ 16.50
19..FN- 15.00
20..FN+..... .....21.00
20..VG+ 13.00
25..VFN- 17 25
28-29..FN+ 14 75
32..VFN 16 75
32..VG+ 7 70
38..VG- 5 60
39-40 .VFN- 14 50
41..VG+ 5 40
42..VG+. 5.40
42. FN+ 8 70
42. FN... . .. . 7.10
44..VG+ 5.40
44 FN+..... .....8.70
46..G 2.75
47..FN+..... .....8.70
47..VG+ 5.40
48..FN- 6.20
49..FN+..... .....8.70
51..VFN+..... .....16.00
51..VG- 4.80
52..VG 5.80
53..FN+..... .....10.50
56..VG 4.70
56..VG+ 5.40
58 FN..... .....8.10
59..FN+..... .....8.70
60..FN 8.10
60..VFN- 9.40
61. FN- 6 00
61 .VFN- 8 40
64 .VFN- 8 40
65 .FN+ 7 80
66 .VG 4 20
67-68 .FN 7 20
69 .FN+ 7 80
70 .FN+ 3 90
70-71 .FN+ 7 80
70 FN.. .... 7 20
71-72 .VG+ 4 80
73..FN+ 7 80
73 .VFN- 8 40
74. FN-... . ...6.00
74..VFN-..... .....8.40
76..VFN-..... .....8.40
78 .FN- 6 00
79 .FN 7 20
97 .VFN- 7.00
98 .VG 3.50
108..FN- 4 00
112..FN... . ...4.80
116..FN-..... .....4.00
118..FN+..... .....5.20
120. VG+ 3 20
122. NM 5 00
126. VG 1 75
127..NM 3.00
128..VG 1.00
129-130..NM..... .....5.00
133. NM 3 00
134. VFN+ 2 40
135-137..NM 3 00
138..VFN+. 5.40
138..NM 7.50
138..VFN 4.50
139. NM 3 00
140..NM 2 50
141..NM 5 50
142-143..NM... ....2.50
143..VFN..... ....1.85
144. NM 2 50
144. VFN+ 2 00
145..NM 2.50
146..NM 4.50
147-149..NM..... .....2.50
149..NM- 2.25
151. NM 2 50
153. NM 2 50
155..NM 2.50
157..NM 2.50
159..NM 18 00
164. NM 12 50
165..VFN+... ....6.40
166..NM 8.00
166. VFN- 5 60
167..NM- 7 20
167. VG+ 2 40
173. NM 7.00
176..VFN-. 2.45
183..FN+..... ....3.25
184..NM 5 00
185. VFN..... ....1 85
186. NM 2 50
188..VFN..... ....1.85
189..FN+..... ....1.60
191..NM 3 50
192-193..NM 1 50
193. VFN+.. . ...1 20
193..VFN-... ....1.05
194. NM 1.50
194..VFN+..... ....1 20
195..NM 1 50
195. VFN+... ....1 20
196. NM 4.50
197-198..NM..... .....1.50
198..VFN-..... ....1.05
199..NM 1 50
202 .NM 1 25
203. VFN..... ....0.90
204 NM 1.25
206..NM 1.25
207..VFN-..... ....0.85
209-211..NM..... .....1.25
212..VFN+..... ....1.00
213-214..NM.... .....1.50
216-218..NM..... .....1.50
219..NM 2 50
221..NM 2 00
222..NM 1.25
224 NM 1.25
225 NM 2.00
226 .NM 3.00
228..NM 4 00
230..VFN..... ....2 60
231 .NM 3 50
232-233 NM.... ....2.00
234-236 .NM... ....1.50
237 .NM 1.25
238 NM 3.50
239-240..NM..... .....1.25
241 NM 3.25
242 .NM 1.25
243..NM 1.25
243. VFN- 0.85
243..FN+ 0.80
244-247 .NM 1.25
248-249 .NM..... ....3.50
250..NM 2.50
250..VFN+ 2.00
251..NM 2 00
252..NM 3.75
253..FN+ 2.40
253..NM 3.75
254..VFN- 4 20
254..NM 6 00
255..VFN+ 3 40
255..NM 4 25
256..NM 2 75
256..VFN+ 2 20
257..FN-... . ...6.00
257..NM 12.00
257..NM-. 10 75
258..FN+... . .. . 1.45
258..NM 2.25
258 .VFN..... . . . . 1 65
259..NM 2 25
259 .NM- 2 00
260 .FN+-..... . ..... 1 45
260..NM 2 25
261-262..NM... ....1.25
262 .VFN+..... .....1.00
263-264..NM..... .....1.25
264..VFN+..... .....1.00
265-269..NM 1 25
269..VFN-..... .....0 85
270-276..NM..... . .1.25
277-278..NM. 1.00
278..VFN 0 75
278 .VFN-..... ....0 70
279-281..NM... ....1 00
283..VFN.. ....0.75
283..NM 1.00
284-286..NM... ....1.00
286..VFN 0.75
291..NM 1.00
293. NM 1 50
293..VFN-..... ....1 05
294 .NM 1.00
295..FN 0.90
295..NM 1.50
296..NM 1 00
296..VFN 0 75
297..NM 1.50
298 .NM-..... ....1.35
299..VFN+..... ....1.60
300..VFN-..... ....1 75
300..NM 2 50
300..VFN+..... ....2.00
301..NM 1.00
301..VFN..... ....0.75
302-305..NM..... .....1 00
307-315..NM..... .....1 00
319..NM 6.00
321-322..NM..... .....2.50
323-324..NM..... .....2.00
324..NM- 1.80
325. VFN+..... ....3.20
326-328..NM..... .....2 00
331..NM 2.00
332..NM 1.25
333-336. NM 1.00
338. NM 1.00
339 NM 1 50
346..NM 1 50
355 .FN+. 0 65
360..NM 1.25
361-362. NM 1.00
363-364. NM..... .....1.50
365..NM 1.00
365-367..NM... ....1.50
371..NM 1.50
375. NM 2.50

Daredevil (Vol 2)
(1998-present 2nd Series)
1 NM 40.00
2 NM..... .....25.00
3-4..NM..... .....15.00
5-6..NM 12.50
7 NM 10 00
9 NM 8.00
10-12..NM..... .....7.00
13 .NM..... . .6.00
14-16 NM 4.00
17-25 NM 2.50
25..NM- 2.25
34..NM..... .....2.50
38-39..NM..... . 2.50

Daredevil Annual
(1967 - present)
6-8..NM..... .....2.25
9..NM..... .....2.50

Daredevil Man Without Fear
(1993-1994 5 Issue Ltd)
2, 4..NM 4.95

Daredevil Ninja
(2000 3 Issue Ltd Series)
1 .NM..... .....3.00
2-3 .NM 2.50

Daredevil Yellow
(2001 6 Issue Ltd Series)
1 NM.. ..... 6.50
2-3 .NM 5.00
4 .NM 4.50

Defenders (Vol 1)
(1972-1986)
1 .FN-.. . ..28 50
2 VFN-. ..21 00
3 .VFN+ . ..16.00
4 .G-..... .....2.60
4 FN-..... ..... 10 00
5 .FN+..... ..... 13.00
6 .FN+..... .....9.75
6 VFN+ . . . 12.00
7 .FN+ 9.75
7 .VFN 11.25
7 .VG-.... . . ..4.50
8-9 .VFN- 10.50
10 NM-.. .....90 00
11 VFN+. 6 40
12. FN- 3 50
12. NM.. . ... 7 00
12 .VFN+..... ....5 60
13-15 .VFN 5 20
16 .NM... ....7.00
16. VFN+.. . ...5.60
17 .NM 4.00
17 VFN+ 3 20
18 FN-... . ..2 00
18..NM... .. .. 4 00
18 .VFN.. ..... 3 00
18..VFN+..... ...3 20
19. NM 4 00
19..VFN-... . . . .2.80
20 NM. 4 00
20..VFN-. 2 80
21..VFN+. 2 40
21..VG 1 05
22 NM.. ....3 00
22 VFN- 2.10
23 .NM 3.00
24 .FN+ 1.95
24..NM. 3.00
25..FN+. 1 95
25..NM.. .. ..3.00
25..VG+ 1 20
26-27. NM 3 50
27 NM- 3 15
27 VFN-.. . ...2.45
28 .VFN 4.50
28..VFN-..... ....4.20
29..FN+ 3.25
30 .FN 2 10
30 FN- 1 25
30 .NM 2 50
32. FN-..... ....1.25
32..NM... ....2.50
32 .VFN..... ....1 85
33. NM 2 50
33 .VFN+. 2 00
34..NM..... ....2.50
34..VFN+..... ....2.00
35-36..VFN- 1.75
35 NM 2 50
37..FN-. 1 25
38..NM..... ....2.50
38 .VFN-..... ....1.75
39 .VFN-.. . ...1.55
40-41 NM 2 00
41..VFN 1 50
41..VG 0.80
43-44 .NM... .. ..2.00
44..VFN+... ....1 60
45..NM 2.00
46..FN 1.20
46-47..NM..... .....2.00
49..NM... .. ..2.00
51..NM 2.00
52. VG+ 0.80
53..NM..... ....2.00
53..VFN-..... ....1.30
54..NM. 3.00
55. NM 5.00
57-58 .NM..... ..... 2.50
61. NM 2.50
71. FN+... .... .0.95
71..NM..... ....1.50
72..NM..... ....2.00
73..NM..... ....2.50
74-77..NM..... ..... 1.25
77..VFN 0.90
78-80 .NM 1.25
82-83..NM..... ....1.25
85-88..NM..... ....1.25
90..NM..... ....1.25
91 .NM..... ....1.50
92-93 .NM 2.50
93..VFN+ 2 00
94..NM..... ....1.25
95..NM..... ....2.00
96 VFN+..... ....1.60
97 NM.... ....2.00
98..NM..... ....2.00
98..NM..... .... 1 25
99 .NM..... .... 1 25
99 VFN+..... ....1.60
100. NM 2.50
102..NM 1.25
105..VFN- 0.85
108-110..NM 1.25
110..VFN-..... ..... . 0.85
111. NM 1 25
115-116 .NM..... ....1 25
116..VFN 1.00
117-118..NM 1.25
120 .NM 1.25
120 .VFN..... .... 1.00
122 NM 1 25
124..NM 1 25
125..NM 2.50
126-144..NM 1.25
146-148..NM. 1.25
150 .FN..... .... 1 50
150. NM 2.50
151. NM 1 25
151 .VFN 0 90
152 .FN-. 1 25
152. NM 2 50
152 VFN- 1 75

Defenders (Vol 2)
(2001-present)
1..NM..... .....5 00
5-7..NM..... ....2 00
12..NM 3 50

Doc Samson
(1996 4 Issue Ltd Series)
1-2 .NM..... ....1 50

Doctor Strange (Vol 1)
(1968-1969 1st Series)
169 FN+... . ...54.00
169 VG 27.00
170 FN+ 15 75
171 FN 12 75
171..FN+..... ....15.75
171..FN-... . ..... 9 50
171..FN- 11.25
171..VG 10.00
172 .VFN-..... ..... 18.75
172..VG 8.70
173..VFN-..... ....18.50
173 .FN- 13 75
173..FN+ 15.75
173..VG+ 8.20
174..FN+ 15.75
174..FN- 13 75
174..VG+ 8 20
174 .VG+.... ..... 10.00
175..FN+... ..... 15.75
176..VFN. 21.50
177..FN+ 15.75
182..FN- 10.25
182..VFN- 17.00
183..VG 7 90

Doctor Strange (Vol 2)
(1974-1987 2nd Series)
5 .VG+. 2.00
6 .FN 2.40
7..VFN+..... .....3 60
7..NM. 4.00
7 .NM 5.00
8 .VFN- 3.50
9 .NM 5.00
9 .VFN-..... ....2.80
10..FN-..... ....2.00
10..NM 5.00
11 NM 3.00
11. VFN- 2.10
11..VFN- 2.25
12..NM. 3.00
13 .VG..... . . . .1.05
13..VFN- 2.10
13. NM 3.00
13 FN+ 1.95
14-17..NM..... .....3.50
18..FN+..... . ...1.60
18. NM 2.50
18 VFN+ 2.00
19. NM 2.50
19..VFN-..... ....1.75
20..NM..... . ...2.50
20. VFN 1.85
21 FN+ 1.40
21..NM..... ....2.00
25..FN+..... ....1.60
25 VG+ 1.00
25. VFN- 1.75
25 NM. 2.50
25..VFN+..... ....2.25
26..FN... .. . .1.30
26. FN- 1.00
26 NM. 2.00
26 VFN+ 1.80
26..VFN-..... ....1.40
26..VFN-..... ....1.50
27..VFN 1.60
27..FN+... ....1.30
27 .NM..... ....2.00
28 .NM..... ....2.00
28 .VFN+..... ....1.60
29 .FN+..... ....2.50
29..FN+..... .... 1 30
29..NM..... .... 1 40
29..VFN+..... .... 2 00
30..NM.. . ...1 80
30 .VFN 2.00
30 .VFN+..... ....1.60
31..NM..... ....1.80
31-32..NM..... ....1.50
33..VFN+..... ....2.00
33..NM..... .... 1 35
34..NM 1 50
34..VFN+.... .... 1.50
34..VFN 1 35
36-38. NM 1.10
36-38. NM 2.50
39-40. NM..... ....1.50
44..NM..... ....1.50
44..NM..... .... 2 50
45..NM..... .... 1 50
45..VFN-. 1.05
46-49. NM 1.50
49. VFN+ 1 35
50..NM..... .... 1 50
51..NM..... .... 2.50
52..NM..... .... 2.50
52..NM..... .... 1.25
54. NM 1.50
54..VFN+ 1.20
55. NM 1.50
56. NM 2 50
58. NM..... .... 1.25
58-59..NM..... .... 2.50
59. VFN..... .... 1.85
60..FN-..... .... 1.25
60..NM..... .... 2.50
61..NM..... .... 1.25
61..FN-..... .... 2.50
62..VFN..... .... 1.85
65-66 .NM..... .... 2.50
67..NM..... .... 1.25
67-68 .NM... . ... 2.50
69 NM..... .... 1.25
69 NM..... .... 2.50
70 NM..... .... 1 25
70..NM..... .... 2.50
71-74 .NM... .... 3.00
76..NM..... .... 3 00
79. NM..... . ..... .2.50
80..NM. 2.50
80 .NM..... . ..... 1 50

Doctor Strange (Vol 3)
(1988-1996 3rd Series)
2-8 .NM 1 50
9-10 .NM 1 25
10..NM-. 1 10
11..NM..... .. .. 1 25
13. NM..... .. .. 1 25
15-23. NM 1 25
27..NM 1 25
30. NM..... ..... 1 25
32-34 .NM 1 00
35. NM..... . .. . 2 00
36..NM..... ..... 1 50
37..NM..... ..... 1 00
38-39..NM... . ..... 1.25
41 NM... .... 1.25
42 NM..... ..... 1.50
43-47. NM. 1 00
49 NM..... ..... 1 00
50 NM..... ..... 2 50
51-52..NM..... ..... 1 00
54..NM..... ..... .2 00
55-57..NM..... ..... 1.00
62-66..NM..... ..... 2.00
68..NM..... ..... 1.00
71 NM.. ..... . 2 00
72-73..NM..... ..... 1 25
82 NM..... ..... 1 25
83 NM..... ....1 00
85-86 .NM..... ..... 1 25

Doctor Strange Annual (1976)
(1976)
1..NM..... .. 7 50

Doctor Strange: The Flight of Bones
(1999 4 Issue Ltd Series)
1..NM..... . 3.50
2-4. NM..... ..... 3 00

Doom 2099
(1993-1996)
1..NM..... .. .2.50
2-13, 19-21. NM 1 00
29 NM..... ..... 3 50
31, 36-39..NM. ... 1 25

Earth X
(1999-2000 14 Issue Ltd)
7..NM..... .....2.50

Earth X Sketchbook
(1998 One Shot)
1..NM..... . .3 50

Elektra & Wolverine: The Redeemer
(2001-2002 3 Issue Ltd)
1-3..NM 5.50

Elektra (Vol 1)
(1996-present)
-1, 5, 8, 18..NM..... 1.50

Elektra (Vol 2)
(2001-present)
1 .NM 8.00
2..NM..... .....5.00
2..NM- 4.50
3-5 .NM..... .....4.00
6-10. NM 3.50
11 .NM 3.00
12-18 NM 2.75

Elektra: Glimpse & Echo
(2002 4 Issue Ltd Series)
2-4..NM 3.00

Elektra: Root of Evil
(1995 4 Issue Ltd Series)
1-2..NM..... .....2.50

Eternals, The
(1976-1978)
1..VFN+ 4.00
6 .FN+... ... ... 3 25
6..NM..... .. ..5 00
7..VFN+ 4.00
9 .NM..... ..... 5.00
16..NM..... ..... 6 00

Eternals, The (1985-86 Ltd)
(1985-1986 12 Issue Ltd)
1..NM..... .. .. 1 50
6, 8-10..NM 1 00
12. NM 1 50

Excalibur
(1988-1998)
-1..NM 1.50
1..NM.... .. .. 6 00
2 .NM..... ..... 4 50
5-7. NM 2.50
8-10 .NM..... ..... 2.00
11-15 .NM 1 50
16-20..NM... . ..... 1.25
21 FN+..... . .....0.80
21-22..NM 1.25
22. VFN..... .. ..0.90
24. NM 1.25
27-33 .NM... . ..... .1.25
35-36. NM... ....1.25
37 .NM 1.50
41 .NM 2 50
42..NM 2.25
45..NM 2 25
49. NM 2 50
51 .NM. 2 50
63 .NM 2 50
71. NM.. . . . . 7 50
75..NM..... ..... 3 50
77-78..NM.. . ..... 1.75
83..NM 2.00
84 .NM. 1 75
86-89..NM..... .. .. 1 75
90 NM..... .....2.50
91-95..NM 1 75
96-97 .NM 2 00
98-99. NM 2.25
100 NM 2.50
102-104..NM 1.75
104 .VFN..... ..... .1 30
105-108..NM..... ..... 1.75
110-121..NM..... .. 1.75

Excalibur Annual
(1993-present)
1..NM..... .....2.50

Excalibur: Air Apparent
(1991 One Shot)
1..NM..... .....3.50

Excalibur: Mojo Mayhem
(1990 Squarebound One Shot)
1..NM..... .....3.50

Excalibur: Sword of Power
(2001 4 Issue Ltd Series)
1..NM..... .....5.00
2. NM.. .. ..3.00

Excalibur: The Sword is Drawn
(1988 One Shot)
1..NM..... .....6.50

Exiles
(2001-present)
2..NM... ....2.50
4, 7..NM 2.00

Fantastic Force
(1994-1996)
1..NM.. . .....2.50
2-4, 6, 11-16..NM..1.25

Fantastic Four (Vol 1)
(1st Series 1961-1996)
1..VFN- (app)...3100.00
7..G+. 97.50
8..VG- 125.00
9..G- 52.50
10..G+ 97 50
11. G+ 78.00
13 VG .80.00
13 G+ 52.00
14..VG+..... .....57.50
16-17..VG- 42 50
16. VG+ 57.50
18 VG.. . . ..50.00
19 VG+ 57.50
20. VG 68.50
21..VG 46.25
22..VFN-... . . 79 50
22 .VG+... 36 25
22 VG+..... .....39.00
23 VG..... .....31.75
26..VG+ 94.00
26..VG- 68 00
27..G 18 00
27 VG 35.00
28 .VG 58.50
28..VG+ 68 00
29..VG+ 33 00
29..VG-... . . . 24.00
30 .VG+..... .....33.00
31 .VFN- 52.50
32..VG+ 33 00
35..FN-... . ..... 32 25
36 VFN- 52 50
37 VG+..... .....20.50
37 .FN 36.50
37. VFN+ 68 50
38..FN+ 45 00
39..VG+ 21 25
39 FN-.. ..... 32.25
40..FN+.. . .. .45.00
40..FN-..... .....32.25
41..FN 27.75
41..VG+ 21.25
42..FN- 24 50
42-43 VG+ 14.75
43. VG+ 21.25
44. VG- 15.50
44..FN+..... .....34.25
44..NM- 58.50
44..VG+ 21.25
45..FN- 32 25
46 VG+ . . 24.75
47 FN+ 34.25
47 VG+ 21.25
48 VFN-. 400.00
48 VG- 135.00
49. FN- 74.00
49 G+... .. .. 27 00
49 VG+..... .. 65.00
49. VG-.... . . . .47.25
50 FN-... .. . . . 74.00
51 FN-... ..... 19.00
51 VG 14.50
52 FN-..... .....39.50
52 FN+..... .....57.50
53 FN+... ..... . 45 00
54 VFN. 36.00
54 VFN-..... 31 00
55 FN-
(Silver Surfer vs The Thing)... ..... 30 25
55..VFN
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56 .VFN 36.00
57. FN+ 26.50
58 FN. 21.50
58 VFN- . .31.00
59 .FN.... .....21.50
59 VFN- 31.00
59 .VG 11.50
59 VG+ 16.50
60 FN+ 21.00
60..VFN+ 30.25
60..VFN-..... .. .24.75
60..VFN- 31.00
60. VG+ 12.25
60. VG+ .13.00
60. VG+ 16.50
61 FN 13.75
61..VFN-..... .....24 75
62..VFN..... 28 75
62..FN-.... 15.00
63..FN+ . 21.00
63 .VFN 28 75
64 FN+.. ....21 00
64 VFN-..... . . 24 75
65 FN+..... . . 21.00
65..VFN-..... .24.75
66..FN+ 39.75
67 FN+. 47.50
68-69 FN+ 21.00
68. FN.... .....17.00
69. VG+ 13.00
70..FN+..... . .. .21.00
71..FN+ 17.00
73 .VFN- . 20.00
76 FN 13.75
76..FN+..... . . 17.00
76-77..VFN-..... .20 00
78..FN..... . . . 13 75
79..FN+ 17.00
79 .VFN+ 17.75
80..VFN-.. ....20 00
81-82..VFN-. 17 25
83-84..VFN . 20 00
85 VFN.. 20.00
85 .VG 8.10
85 .VFN.... ....13 50
86 .VFN- . . . 17 25
87 NM- 16 00
87 VFN- 17.25
88 FN+..... . . ...14.75
88..NM- 20.25
89..FN-. 8 90
90 VFN 16.75
90 VG+. 7.70
91 VFN..... .....16.75
92-93. VFN- 14.50
94..VFN 16.75
94. VG+ 7.70
95. VFN- 14.50
95..VG- 5.60
96..VFN-..... .....14.50
97..FN. 10 00
97..VFN 16.75
98..FN 10.75
98..VFN..... . .....16.75
99..FN. 10 00
100..VFN-. 44 25
107 FN+ 10.50
108 VG+ 10.00
109 FN-..... .....8.20
110..FN-..... .....10 25
110 .VG+ 9 00
111..VFN-... . . . 11 50
112..VG+ . . 20 25
126..VFN+ 11 00
127 VFN- 8 40
128. VFN+ 11 00
129 VFN+ . . . 9.50
133 .NM-. 10.75
135..VFN-..... .....8.40
135. VFN-..... .....7.00
137. VFN- 8.40
138-139..VFN 9 00
141. VFN+..... .....9 50
142. FN. 6.00
142..VFN-. 2.60
142..VFN-. . . 8 40
143 .VFN..... . 7 50
145..VFN..... .....9.00
146..VFN-..... .....8.40
147..VFN-..... . 9 00
149..NM- 9 00
150 VFN 10.00
151 NM 3 50
151..NM 6.50
152 .VFN+..... . . . 5.20
154 .VFN+..... .....5.20
156..FN+ 2 60
156 .NM 4 00
156-157..NM..... .7 50
158..VFN+.. ....5.20
158..VFN-..... .....2 10
159-160..NM. 6 50
160..VFN-. 2 45
161..NM 4.50
162. FN+... . . . . .1.60
162. NM 4.50
163. VFN 3 35
163. VG 0 85
165..NM 4.50
165..VFN-..... 1 75
166. FN+ 1 60
171 FN-..... . . .1.25
171 NM 4.50
172 NM 3.00
172 VFN- 3.50

174 .NM ... 5 00
174 .VFN+ .. . 2 40
175 NM . 5.00
175 .VG+ 1 20
177..NM 4 50
177..VFN- 1 40
177 FN 1.20
178 NM 4.50
179. FN+ 2.90
179 NM 1 50
180 NM 4 50
180 VFN . . 3 35
180..VFN-.. . 1 40
181 .NM 2 50
181. NM 4 00
182..NM 1 50
182 NM 4.00
183 NM 1.50
183-184..NM. 4.00
184. NM- 3.60
185..NM 1.50
185. NM 4 00
185 VFN- 1.05
186 FN+ . . .0 95
186. NM . . 1.50
186 NM 4.00
187 .VFN-..... 1.05
187..NM 1.50
187 VFN... . . . .1.10
188. NM 3 00
188. NM-. . . . 1 55
189 NM .. 4 00
191 .NM 2.50
191. NM 4.00
192. NM 2 50
193 .VFN..... . . 3 00
196 .FN 2 40
196 NM 3.00
196 NM 4 00
198 .NM 4 00
202. NM 5 50
203 .NM 5 00
203 NM- 2.25
205 NM 4.00
209 NM 4 00
211..NM 4.50
212..NM 2.50
212 NM . 4 50
215 NM 2.25
215. NM 3 00
217 .NM . . 3.00
219 NM 2.50
220 NM 3.00
220..VFN-..... .....2 10
221..NM 3 00
222-223 .NM 2 50
224-226 NM 2.00
226 VFN..... .1.10
227-228 .NM..... .2.00
229. NM 1.50
229 .NM 2 00
229 .NM- 1 80
230. NM 2 50
231 NM 1.50
231..NM 2 00
231. VFN+.... 1 20
232..NM 5.00
233 NM 2.00
233-234. NM..... ....3 00
234..VFN..... .... 1 10
235..NM 3 00
236 .NM 12.00
237-238. NM..... .3.00
240-241..NM..... .3 00
245-246..NM..... ....4 50
248..NM 1 50
248.NM 3 50
251..NM 3.00
254..NM 3.00
254 NM . . .1.50
255..VFN 1.10
255 .NM 1.50
255..NM 3.00
256..NM 3.00
256..VFN- 1.05
257..NM 3.00
259-262. NM..... .3.00
263. NM 1 50
263. NM 3.00
264. NM 1 50
264..NM 3 00
266-270..NM . 2.50
271 NM 1.50
271 NM 2.50
272. NM 1.50
272..NM 2.50
272. VFN+.. . . . .1.20
272 .VFN-... .....1 10
273-274..NM..... .2.50
276..NM 2 50
276 VFN..... 1 85
278-279 NM. 2 50
281..NM 2.50
282..NM 4 50
285 VFN-..... .....2 10
286..NM 5 00
287. NM 1 50
287 .NM 2 00
288 NM 1 50
288..NM ... 2 00
288 .VFN- 1 40
289-291..NM... 2.00
291 VFN. 1.50
292 NM 1.50
292 .NM 2.00
293 NM 1.50
293. VFN..... . . . 1 10
294-298..NM... .... 1 50
299..NM 1 00

299-300..NM.. 1.50
301-304. NM. 1 00
305 NM . 1 25
306 .NM .. 1 00
307-309 NM 1 25
310-311 NM 1 00
312 NM 1 50
312 VFN- 1 05
313-314..NM 1 25
315-317..NM 1 00
318. NM . . . 2 00
319..NM . . 3 00
320..VFN-... 2 45
321-322..NM. 2.00
322..VFN+ 1 60
323-324 .NM 1 00
325-327 .NM 2 00
328-332 NM 1 00
334. NM 1 00
336-343..NM 1.00
347-348..NM .. 3.50
348..VFN+. .2 80
350..NM 3.50
354-355. NM 1 00
357 .NM 2 00
358 .NM 2.50
359 .NM 2.00
361..NM 1.00
364-366..NM... . .1.00
367..NM 2 00
368 .NM 1 00
369-370..NM. . . 2 00
372-373..NM. . 1 00
379..NM . . . 2.00
383..NM 2 00
387 NM 2.50
392-394 .NM..... .... 1 25
395..NM 3 50
396-398..NM 1 25
398-399 NM (Holographics cover)2.00
401. NM 1.25
403-405..NM..... 1 25
408..NM 2.50
410..NM . . . 2.50
414..NM 4.00
415 .NM 5.00
416..NM 8 00

Fantastic Four (Vol 2)
(2nd Series 1996-1997)
1 .NM 5.95
2 NM 3.50
4-5..NM 3 50
7..NM..... . . . 4 50
8-11..NM... . . 3 00
12. NM . . . 4 00

Fantastic Four (Vol 3)
(3rd Series 1997-present)
1..NM..... ..... 3.50
1 NM (Variant Cover). ...5.95
2..NM 3 50
3..NM..... . . . .3.00
4..NM . . . 3 50
5-11. NM 3.00
12 .NM 4 00
13-20..NM.... .3.00
21-24. NM . 2.50
25 NM 4.50
26-32 NM 2.50
33-34 .NM 2.50
33..NM. 2.00
35..NM.... . 6.00
36. NM . . . 4.50
37-38 .NM 3.50
39-43 NM 2 50
44-46 NM..... . . 2 00
47-49..NM. . . 2 50
50..NM 3 50
51-53. NM . . . 2 50
54..NM 3.50
55-59 NM 2.50
60..NM 3.50
61-63. NM 2.50
66. NM 2 50

Fantastic Four Annual
(1963-1994)
3 .VG- 28.75
4..FN 34.25
4..FN+ 34.25
4..G 9.75
4. VFN-... . .....40.25
4 VG+.... . . . 21.25
5 VG+.... . . . 26 25
6 VG+ 11 00
6 VFN 25.00
6. VFN-.. . 27.75
7. FN+ 10.50
11..VFN+... .....5.20
12..NM.. . . . .6.50
14..NM.. . . . . .3.50
16-18. NM 2.50
19. FN-... . . ..1.25
19..NM.. . . . . 2.50
20-24..NM 2.25
26 .NM.. . . . . 1 75

Fantastic Four Unlimited
(1993-present)
1-3..NM. 3.50
5, 7, 9..NM 3 50

Fantastic Four Masterpieces (Vol 1)
(1966-1967 1st Series)
4 VFN+ 20 25
5 FN 8 60

Fantasy Masterpieces (Vol 2)
(1979-1981)
2 .FN+ 2 25
8 NM.. . . . . 3 00

Fear, Adventure into
(1970-1975)
19 VFN-.. . . . 14 00
23 VFN+ . .. 5 20
24..VFN- 10 50
25..G+ 1 60
25 VFN 4.80
26 .NM 6.50
27 VFN+ 4.00
27 VFN- 3.50
28. VFN+ 4.00
28. FN- 2 50
30..VFN- 3.50

Force Works
(1993-1996)
1 .NM.... . . . . .2 00
2-3..NM.. .... . .2 00
3 .VFN-. 1.40
4-5 .NM... . . .2 00
5 NM (Polybag Edition) .2.50
6-11. NM 1.25
12..NM.....2.50
13-15..NM.....1.25
17-20..NM.....1.25

Foxfire
(1996)
1..NM..... . . . . .2 00
3-4..NM 2 00

Frankenstein, The Monster of
(1973-75)
7 VFN- 7 40
8 .VG 6 50
9 .NM- 20.25
12-13 NM- 7.20
14. NM 8 00
15. VFN+..... . ... 6 40
16. FN+.. . . 4 20
16-17 NM 8 00
18..VFN+ 8.10
18 .VG+ 3.30

Galactus the Devourer
(1999 6 Issue Ltd Series)
2-3 NM 3.00

Gambit
(1998-2000)
1 NM 7.00
2. NM.....4.00
3-7, 11, 13..NM 1.75
18-19..NM..... . . 1 75
21 NM 2.50
25 NM 3 50

Generation Next
(1995 4 Issue Ltd Series)
1..NM.....3.50

Generation X
(1994-2001)
-1 NM 1.50
1 NM.. .....6.50
2-3..NM 3 50
4..FN+ 1 60
4-5 .NM 2 50
6-24 NM 1.75
25. NM 3.50
28 .NM.....1.75
30 .NM..... . . . 1 75
32. NM..... . . . 1 50
33 .NM.... . . . 2 00
34-47 .NM . . . 1 75
50 .NM.. . . . . 3.00
51 .NM 2 25
52-54 .NM... . . . . 1 75
71 .NM. 2 00
74 NM..... 2 00
75 .NM..... . . . . 3.00

Generation X Annual
(1994-present)
1995-1996..NM.....2.75

Generation X/Gen 13
(1997)
1..NM..... . . . . .3.50

Ghost Rider (Vol 1)
(1973-1983 1st Series)
1 .VG 15 75
1 .VG- . ..... .13 50
2 FN+ 13.00
3 .VFN- . . . 9 30
3 .FN- 6.20
3 .VFN- . . . 8 70
4 .VG- 3 00
9 .FN+... . . . . 4 80
10 VG.. . . . . .2.60
11-12 VFN- 3.50
14 FN- 2 50
15 VFN 3 75
16 NM 5 00
16 VFN 3 75
16. VFN+ 4 50
17..FN+ . . . 3 25
17 .VG+ 2 00

17 NM 5 00
18 FN+ . . 3 25
19 NM 5 00
19 VG .1.75
22 NM. . 3.00
36 .NM .. 3.00
39-47. NM 2 25
48 VFN-. 1.55
50..NM. 6 00
52 VFN 1 60
52 NM 2 00
54-55. NM 2.25
57 NM . . . 2 25
59-60 NM 2.25
73 NM 2.50
74 NM 2 53
74. VFN-.... 1 85
75 .FN+.... . 1 75
75..NM . . 2 53
76..VFN- 1 75
78 NM 3 00
78 VFN- 2.25

GI Joe: A Real American Hero
(1982-1994)
2 NM 10.00
2 VFN..... .....7.50
26-27 .NM 4.50
33 .NM 2.50
54 .NM... 2.50
56-58 NM 2.50
60-63. NM. 2 50
65. NM. 2.50
138 .NM. 3 50

GI Joe: Order of Battle
(1986-1987 4 Issue Ltd)
3..NM..... 2 50

GI Joe: Special Missions
(1986-1989)
1. NM 2 50
2-3..NM 2.00
8 .NM 2.00
10..NM.... . . . . 2 00

Green Goblin
(1995-1996)
1..NM..... ....2.50
2-6, 8-9. NM 1 75
11-12 NM. 1 75
12. VFN+ 1.40

Guardians of the Galaxy
(1990-1995)
1 NM 7.95
2 NM.....3.50
4. NM. 3.50
5..NM..... . 3.00
6..NM..... 2.00
6 VFN... . . 1 60
8 NM 2.00
10 VFN.....1.60
12-14 .NM 2 00
15-17 .NM 1 50
17 VFN . . . 1.20
18 NM 1.50
18 VFN..... . . . 1 20
19-23 .NM . 1 50
23 .VFN . 1 20
24 NM . . . 1.50
25 NM 2.75
26-34. NM..... . . . 1.00
38..NM... . . . . 1 00
40 NM 1.00
42 NM 1.00
44-49 NM..... . . . 1.00
50 NM.. . . . . 2.00
51-53..NM 1 25
56-59 NM..... . . 1 25
61 NM 1.25

Guardians of the Galaxy Annual
(1991-1994)
1-2 NM 2.25
4 .NM. 2.25

Havok & Wolverine: Meltdown
(1988-1989 4 Issue Ltd)
1..NM..... .....3.00
2-3..NM..... .....2.50

Hellraiser, Clive Barkers
(1990-1993)
2..NM..... . . . .3.50

Hellstorm
(1993-1994)
1-4 NM ...1 50
5-9 NM . . 1 25

Hercules and the Heart of Chaos
(1997 3 issue Ltd Series)
1..NM. 2.00
2-3 NM 1.75

Howard the Duck (Vol 1)
(1976-1979 & 1986)
2 .FN+ 3.25
2. FN- 2.50
2..NM 5 00
3 .VG 1 20
3 .NM 3.50
4 NM. 3 50
4 VFN 2 60

5-7 NM.....3.00
7 VFN-... . . . . 2.10
8..NM 3.00
8 VFN 2 25
9 NM 3 00
9 VFN+ 2 40
10-12. NM . . .3 00
12 VG 1.05
13 VG+ . . 1.20
13 VFN+ .2.40
13..NM 3 00
13 .FN. 1 80
14 NM 3.00
14. FN+ 1.95
15 FN+ 1.95
15. NM 3.00
15. VFN 2.25
16-18 NM 3 00
19..FN-..... . . . 1.50
19..NM. 3.00
20 .FN+ ... 1 95
20. NM 3 00
21 .FN- . 1 95
21 NM 3 00
22-23 NM... . . . 3 00
22 FN..... . . . . .1.80
24 .FN... . . . . .1.80
24. NM... . 3 00
25..FN . . . 1 80
25 NM 3.00
25 VFN..... .....2.25
26 FN 1.80
26. NM..... .....3.00
27 .VFN-. . . . 2 10
28 .NM . . . 3.00
28. VFN. 2.25
31 NM. 5.00

Howard the Duck (Vol 2)
(2002-present)
4..NM..... .....2.50

Howard the Duck Annual
(1977)
1 NM..... .....4.50

Hulk 2099
(1994-1995)
4-8, 10..NM... . . . 1 00
10. NM . . . 1 00

Hulk Smash
(2001 2 Issue Ltd Series)
1-2..NM.....3.50

Human Fly
(1977-1979)
4 .NM..... ..... 1.25
12-13..NM.. . 1.25
14. VFN- . . .0 85
16..NM 1.25

Human Torch
(1974-1975)
3..FN+ 1.60

Incredible Hulk & Wolverine
(1986 one shot)
1. VFN-. 7.00

Incredible Hulk (Vol 1)
(1692-1963)
6..G 175.00

Incredible Hulk (Vol 2)
(1968-1999)
-1..NM 1 25
104 G- . . . 8.20
104 VG- 9.30
108 VG+ 9.75
110 VG+... ..... 7.40
113..FN+... . . .15.75
114 .VFN-... . 18.50
116 FN 12 75
117 FN- 11.25
117. VFN- 9.75
117 VG+. 5 20
118..FN+ 17 00
119 .VG+. . 6 40
120 VG+ . . 6.60
120. G+ 4 00
123. FN 8.60
123. VFN- 12 25
124 .FN... . . . .4.30
124. VG 2.90
125 .VFN- . . .6.80
125. VG+ 6.60
126..FN-... . . . .3.75
126. VG+ 10 00
127..FN- 6.70
127-128 VG+ 5.40
127..VFN 5.60
127 FN+. 4.90
127 VFN- 5.20
128 VG- 4.05
129 VFN-.....5.60
130 FN-... . . . .3 75
130 .FN-..... . . . 6 70
130 .VG+ 5 40
131..FN-..... . . . 6 70
131..VG+ 5 40
132. VFN 10.00
132 VG+ 5.40
133 FN- . . .6.70
134 VG- 5.40
135 FN 8 10
135 VG+ 5 40
136 FN- 6 70
137 VG+ 5.40
138-139 FN-..... . 6 70

140 .FN+... . . . 5 20
140..FN+... . . . . 9.75
142. FN..... . . . .6.00
144 .FN-... . . . .5.00
146 FN-... . . . . .4 00
146 FN..... 5.40
148 FN-... . . . . .3 50
148 NM 8 00
149 FN+ 4 50
149..VFN-. . . .5.60
149. VG 2.45
149-150..VG+ 3.20
151..NM 8.00
151..VFN 5.20
160 VG- 2.40
170 FN..... . . 3 60
171. G 1.60
173 .VFN-. 4.90
176..VG... . . . .2.45
184 .VFN 4 50
213. VFN- . 2 10
223 .FN+... . . 1.95
236..NM 3.00
243 .NM 3.00
250 .NM..... . 7.50
263 NM 1 25
267 VFN-..... 1 40
269-270 .NM.. 2 00
271..FN+ 1.30
273..VG+... . . .0.80
275..VFN-... . . 1.40
277 NM 2.00
280 NM 1.25
280 NM 2 00
281..NM 1 25
281. NM 2 00
285 NM 1.25
285 NM 2.00
286 NM 1.25
286. VFN 1.50
286..VFN- 1.40
287 .VG+ 0.80
291. NM 1.25
298-299..NM..... .2.00
298 NM 1.25
302-304..NM 2.00
306 .NM 2.00
308 NM 2.00
310 .NM.... . . . .2.00
311..FN+... . . . . 1.60
312..VFN- . . 1.75
313-314 .NM 2 50
315 .NM.. . . . . 1.50
315-316 .NM.....2.50
317..VFN... . . . 1.10
317..VFN+ 2 00
317 VFN-... 1 75
318 FN+ 0.95
318. NM 2.50
318..FN+... . . . . 1.60
318 .NM 1 50
319 .NM 1 50
319 NM 2.50
320 .VFN-. 2.10
321-322..NM..... .3.00
324. FN+ 3.90
324 NM .. . 5 00
324..VFN- 4 20
324..VG 2 10
325..VFN-... . . . .2.10
325..NM 3.00
326..VFN- 2.10
326 .VFN 2.25
327 NM 1 50
327..NM 2.00
327..VFN+ 1 20
328..NM 3.00
329..NM 2.00
329 .VG+ 0.80
330 NM 11.00
330 VFN+ 8.80
330 VFN- 7.70
331 FN-... . . . .3.00
332-333 NM 5.00
334..VFN+... . . . 4.00
335 VFN-... . . . .1.75
335..NM 2.50
336 NM (X-Factor vs Hulk) 7.50
337..NM 5.00
337..VFN+. 4.00
338-339..NM.....4.00
340..FN.....7.20
341 .VFN+..... . . 4 00
342. VFN-..... 2 45
343..VFN+ 2.80
344..VFN+ 3.20
345 FN- 3 25
346-349..NM.....3 00
350 NM (Thing vs Hulk) 5.00
351..NM 3 50
352..NM 2.00
353..NM 1 25
353..NM 2 00
354. NM 3 00
355 VFN-... . . . .0 85
355 .FN-... . . . .0 60
355..NM 2 00
355..NM- 1 80
356..NM 1 25
356 .NM 2.00
357..NM 1 25
357 .NM 2 00
358 .NM 1 25
358 .NM 2 00
359 NM 4 50
360. NM 2.00
361 NM 2 50
362 .NM 2.00

362 .VFN-. 1 40
363..NM 2.00
364. FN+ 1 60
364-366. NM 2 50
367 .NM 8.00
367 .VFN+ 7.20
367 VFN-..... . 5.60
368 NM 3.50
368 VFN- 2.45
369 NM 4.50
369 VFN+ 3 60
370 NM 3.50
370 VFN 2.80
370..VFN+.... .... 3.15
371 .NM 3.50
372. NM .. 5.00
372. NM- .4.50
372 VFN- 3.50
373-374 NM . 3 00
375 VFN- 2.10
377..FN..... .....7 20
377..NM 12.00
378..NM 2.25
379 .NM 5.00
380-383. NM. 2 25
384..FN+. 1 45
384-390..NM..... .2.25
390..VFN..... .....1.65
391-392..NM..... .2.25
393..NM 3 50
394..NM 1 75
395 NM 2.50
396 .NM 1.75
396..VFN-..... 1.20
397-399..NM.... 1 75
400..NM 4.95
402 .NM 1.75
402 VFN+..... 1 40
402 VFN-..... 1.20
405-406..NM..... .1.75
408..NM 1.75
408..VFN-..... .1.20
409-413..NM... ....1.75
416-417..NM 1.75
417. VFN- 1.20
418. NM 2.00
419-422. NM.....1.75
424..NM 2.50
425..NM 4.50
426..NM 2.50
428..NM 1.75
429..NM 2.50
430..VFN- 1.20
430 .NM 1.75
431..NM 2.50
433..NM 1.75
433..VFN-..... .....1 20
434..FN..... .....1 50
434-435..NM. 2 50
436-438..NM 2.00
439 .NM 3.00
441-442..NM.....1.75
442..VFN+.....1.40
443..NM 3.50
444..FN..... 2 10
444-445..NM..... 3 50
447-448..NM..... 1.75
449 .NM (1st Thunderbolts)15.00
468-472..NM.....1.75
473..NM 2.00
474..NM 2.50

Incredible Hulk (Vol 3)
(1999-present)
1 .NM 3.50
1..NM (Variant Cover).....5.95
4-5..NM..... .....2.00
6..NM..... . . . .1.75
11..NM 3 50
12 NM 5 00
13-18..NM... .....4.00
20. NM..... .....4.00
21..NM 5 00
22-23..NM..... . 4 00
26-30 .NM..... . . .4.00
32. NM..... . . . .4.00
33..NM... . . . . .3 50
33..NM... . . . . 4 00
34..NM... ..... 40 00
35..NM..... 12 50
36-37..NM..... 10 00
38-39 .NM..... . . .5.00
40-44 .NM..... .....3.50
45-47 NM 3 00

Incredible Hulk 2000
(2000 One Shot)
2000 NM 3.00

Incredible Hulk Annual
(1968-1994)
2 .VG 6 50
2..VG 8 70
3..FN+... . . . . 8 10
4. VG+ 5.00
5. VFN+..... . . .4.00
6..FN- 2 50
6. VFN..... . . . .3.75
6 .VFN+ 4 00
16..NM..... .....2.50
17-20 .NM 2 25
1997..NM 2 25

Incredible Hulk Hercules Unleashed
(1996 One Shot)
1 NM 2.50

Incredible Hulk: Future Imperfect
(1992 2 Issue Ltd Series)
1. NM..... . . . . 5 00
2..NM..... . . . 6 50

Independence Day
(1996 3 Issue Ltd Series)
0..NM.....2.50

Infinity Crusade
(1993 6 Issue Ltd Series)
1..NM.....2.50
2-3..NM 2.00

Infinity Gauntlet
(1991 6 Issue Ltd Series)
1..NM..... . . . . 3 50
2-6..NM 2.50

Infinity War
(1992 6 Issue Ltd Series)
1. NM 2.50
2..NM.....2.00
3-6..NM 2.50

Inhumans (1998 Ltd 1-12)
(1998 12 Issue Ltd Series)
1..NM 6.50
3-4 NM 4.00
4..NM-..... .....3.60
5-9..NM 4.00
10..NM..... .. 3 50
11. NM.. . . . 2.00
12 NM.. . . . . .4.50

Inhumans (Vol 1)
(1975-1977 1st Series)
3. VFN- 1.75
4..NM.....2.50
6..VFN+..... . . . 1 60
7. VFN. 1 50
7. VFN+ 1 60
7 VFN+ 1.80
8..FN-. 1.00
8..VFN+..... .....1.60
9..FN... . . . . .3 00

Invaders
(1975-1979)
3..VFN..... .....7.50
5..VFN+ 8.00
11..NM 5.00
14..NM 5.00
18 .NM.....5.00
20-21..NM..... . 4.00
21..VFN-.... . . 1 40
22..FN+... . . . 2.60
22-24 NM 4.00
27-28. NM.....4.00

Iron Fist
(1975-1977)
3..VFN+.. . . . . 9 40
6..FN-..... . . . .3.95
6..VFN- 4.20
7..FN+..... . . . 4 20
7..FN-..... . . . 3 95
7..VFN-..... . . 7 00

Iron Fist (Ltd)
(1998 3 Issue Ltd Series)
1 .NM..... . . . 2 50
2-3..NM 2.00

Iron Fist/ Wolverine
(2000 3 Issue Ltd Series)
1-3..NM 2.50

Iron Man (Vol 1)
(1st Series 1968-1996)
3..VFN 43.00
4. VFN- 31.00
6. VFN- 18.50
10 .FN-..... . . 10.25
11 .FN..... . . . 8.60
18. FN-.. . . . 8 00
20 VG 5.60
26 VG+.. . . . 4 80
26 VG 3.45
27 FN... . . . . .7.20
31 .FN+ 4.80
31..VFN- 5.20
33 .VFN-... . . . 5.20
34..FN+... . . . .4 80
37..VG 2.60
49..FN+ 4 80
56..VFN- 6 20
65..FN- 2 50
73. VFN+ 4.00
73. VFN- 2 25
73 VFN+ . . . 2 40
74 VFN 2 25
74 VFN 2 40
74 VFN+ 2 40
74 VFN- 2 10
74..FN-. 1 50
75 FN 1 80
75 FN+ 3 25
75. VFN- 2 10
75. VG+ 1 50
77..VFN+ 4 00
77..VFN- 2 10
78..FN+ 3 25
79. VFN-. 3 50
81. VFN 3.75
81 VG+ 1.25

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82..VG+ 1.00
83..VFN+.. ..... 4.00
83 .VFN- 1 80
84..FN+ 1 75
84-85..FN- 1.25
86 FN+ 3 25
86 .VG+ 1.00
88 FN-.. ..... 1.25
88 .VFN 3.75
88 FN+ 1.75
89 VFN- 1.85
89 .VFN- 1.75
90 .FN+ 1.75
91 .FN+ 1.30
91..FN+ 1.40
91-92..VFN+ 1.80
92 .VFN- 1.40
93. FN+ 1.30
94. VFN 1.60
96. NM 5.00
97..VFN- 1 50
101..VG- 0.60
102..VG+ 0 80
104..VFN- 1 40
104..FN+ 1.40
105..FN 1.20
105..NM 2.00
105. NM 4.00
106 FN 2.40
106. NM 2.00
106. VFN-.. ..... 1.50
108..FN 2 40
108..NM 2.00
108..VFN 1.60
109 .NM 2.00
110 VFN-.. ..... 1 85
110..NM 2 50
110..VFN+.. ..... 2 25
111..FN+ 2.60
111..NM 2.00
122..NM 3.00
123-125..NM 2.25
127..NM 2.25
129..NM 2.00
129..VFN 1.50
130..NM 2.00
132-133 .NM 2.50
134 FN+.. ..... 1.05
134-135..NM 1.50
136..FN+ 0.95
136..NM 1.50
136..VFN 1.20
137 .FN+ 0.95
137..FN+ 1 05
137..NM 1 50
137..VFN 1.10
139..VFN 1.10
140. NM 1.50
141..FN+ 1.05
141 NM 1.50
142 .FN+ 0.95
145..NM 1 50
147..NM 1.50
147..VFN+ 1.35
148..NM 1.50
148..VG+ 0.60
149..VFN- 1 05
151..NM 1 25
152..FN 0.80
152-154. NM 1.25
154 NM- 1.10
154 VFN-.. ..... 0.85
155..NM 1.25
155..VFN 1.00
156..NM 1.25
157..NM 1.50
158..NM 1.25
158..VFN 1.00
159-162 .NM 1 25
162..VFN 1 00
162..VFN+ 1.10
163. VFN 0.90
163..NM 1.25
164-165..NM 1.25
166-167..NM 1.50
167..VFN+ 1.35
167-168..VFN- 1.10
169..NM 3.00
169..VFN 2.40
172-173..NM 1.50
175..NM 1.50
176..NM- 1.10
176..NM 1.25
177-189..NM 1.25
190..NM 1.50
190..VFN+ 1.35
193-195..NM 1.50
195..VFN+ 1.35
196-199..NM 1.50
202..NM 2.00
203..VFN 1.10
204-205..NM 1.50
207..NM 1.50
208-213..NM 1.25
213..VFN 1.00
215-217..NM 1.25
217..VFN 1.00
218..NM 1.00
220..NM 1.00
222..NM 1.00
223..NM 1.25
224..NM 1.75
225 .NM 3.00
226-228 .NM 2.00
232. NM 2.25
232..VFN- 1.55
233. VFN+.. ..... 0.80
235-241..NM 1.00
241..VFN 0.80
242-243. NM 1.00
244..NM 1 50
244..VFN+. 1 35

245. NM 1.50
246-247. NM 1.00
247 VFN 0.80
247 VFN+ 0.90
248. NM 1.00
248..NM 1.50
249..NM 1.00
251-254 .NM 1.00
254..VFN+ 0.90
255-256..NM 1.00
256..VFN+ 0.90
256..VFN- 0.70
256..NM- 0.90
257-258..NM. 1.00
258..VFN- 0.70
259-261. NM 1.00
261. VFN 0.75
262..NM 1.00
262 .VFN- 0 70
263..NM 1.00
263..VFN 0 75
264..NM 1 00
266-267..NM 1 00
269 .NM 1.00
269 VFN 0.75
269 VFN- 0.70
270-273 .NM. 1.00
273..VFN-.. ..... 0.70
274..NM 1.00
274..VFN 0.75
275. NM 2.00
275. VFN.. ..... 1.60
276..VFN- 0.75
276 .NM 1.00
276..VFN+ 0 90
277..NM 1.00
277 VFN- 0.70
279-280 NM.... ..... 1.00
280 VFN- 0.70
284. NM 1 75
285..NM 1.00
288..NM 3.75
289..NM 1.00
290..NM 3.95
294-295..NM 1.50
296..NM 1.00
298..NM 1.00
300..NM 2.00
310-312..NM 2.00
314-316..NM 1 00
318 .NM 1 00
320..NM 1 00
321..NM 1.50
323-324..NM 1.50
326 NM 1.50
329..NM 1.00
332..NM 4.50

Iron Man (Vol 2)
(2nd Series 1996-1997)

1 NM... ..... 5.00
2..NM... ..... 4.00
3..NM... ..... 3 00
4-5..NM 2 50
7..NM 2.50
8..NM 2.50
8..NM 2.25
9. NM 2.25
9. NM.. ..... 2.50
10..NM 1.75
10..NM 2.50
10 .VFN 1 30
11 .NM 1.75
11..NM 2.50
12..NM 3 50
13. NM 2 25

Iron Man (Vol 3)
(3rd Series 1997-present)

1..NM 3.50
1..NM
(Variant Cover) 5.95
2. NM 2.75
3-5..NM 1.75
5..VFN 1.30
6..NM 1.75
7..NM 2.50
8-12..NM 1.75
13..NM 2.50
15-19..NM 1.75
19..VFN+ 1.40
20..NM 1.75
21-22..NM 2.50
23-24..NM 1 75
32..NM 1 75
33-36..NM 2.00
39 .NM 2.00
61..NM 2.25

Iron Man Annual
(1970-1994)

5..NM 4.00
6..NM 3.00
9..NM 2.25
10-12..NM 1.75
13..NM 1 50
14..NM 2.50

Journey Into Mystery (Vol 1)
(1st Series 1952-1966)

84 VG- 165 00
85 VG- 94.50
86 VG+ 66.50
87..FN 57 50
87 .G 22 75
88..FN 57.50
88..VG 43.75
88 VG-.. ..... 36.75
89 VG+ 50.50

89..VG- 36.75
90..VG- 23.00
92 .FN- 38.00
92 G+ 19.00
93 FN+ 53.00
93 VG+ 33.00
93 VG 29.00
94 FN+ 53.00
94 G+ 19.00
95 VFN- 62.00
96..FN+ 53.00
96 .VG+ 33.00
97 .VG- 21.00
97 .VG- 24.00
98. FN 43 00
98-99..VG 29 00
100 .FN- 37 75
100..VG 28 75
101..VG+ 28 00
101..G 12 75
102..G+ 16.00
102. VFN- 52 50
103 VG- 20.25
104 .VG+ 28.00
105..FN 36.50
105. FN+ 45.00
106..G 11 25
106..VFN- 46 50
106..VG+ 15 75
107 .FN+ 39.75
107. FN-.. ..... 28.50
108 FN+ 39 75
108..VFN 54.00
108..VG+ 24.75
109..FN 38.00
109 G+ 17.00
110 FN 32.25
110..VG 21.75
111..VFN-.. ..... 52 50
111..VG- 18.00
112..G+ 35.00
112..VG+ 61 00
113..FN+ 34.25
113..VFN 46.75
113..VFN- 40.25
114..G 11.25
115..VG+ 24.75
116 VFN-.. ..... 40 25
116. VG- 15.50
117..VG+ 21.25
117..VG- 15.50
118 .G+ 12.25
118 .VG+ 21 25
119 .VG+ 21.25
119..VFN 46 75
119..VG 18.75
120..FN- 24.50
120..VG+ 21.25
121..FN 27.75
121..VG+ 21.25
121..VG- 15.50
122. VFN 46.75
122..VFN+ 52.50
122..VG+ 21.25
123..FN 27.75
123..FN- 24.50
124..VG 20.25
124..FN+ 37.00
124..VFN 50.00
125..VFN- 40.25
125..VG+ 21 25

Journey Into Mystery (Vol 3)
(1996-1997 3rd Series)

-1..NM 1.25
503-505..NM 1.00
506-508..NM 1.50
510-512..NM 1.50
515-520..NM 1.50

Journey into Mystery Annual
(1965 One Shot)

1..FN+ 72.00

Juggernaut: The Eighth Day
(1999 One Shot)

1..NM 3.50

Jungle Action
(1972-1976)

3..G 1.60
7 VFN+ 6.40
15-16 NM 5 00
21..NM 5 00
22..FN+ 3.25

Ka-Zar (Vol 4)
(1997-present)

-1..NM 1.25
4..NM 1.75
6-8..NM 1.75
10-19..NM 1.50

Ka-Zar The Savage (Vol 3)
(1981-1984 3rd Series)

2, 4, 6..NM 0.80

Ka-Zar, Lord of the Hidden Jungle (Vol 2)
(2nd Series 1974-77)

5..NM 5 00
5..VFN 3 75
6 VFN+ 4 00
6 FN 3 00
7..NM 5.00
7..VFN- 3.50
8. VFN+ 4 00
8 VFN- 3 50

9-10..NM 5.00
11-12 NM. 3 50
12..VFN- 2 45
13-14 NM 3 50
14. VFN-.. ..... 2 80
15..VG+.. .. .. 1.40
15. VFN-.. ..... 1.20
15 .NM.. ..... 3.50
16 .VFN+ 2.80
16 .VFN- 2.45
16..VG 0.60
18..FN 1.05
18..NM 3 50
18..VFN+ 2.80

Killraven (2001 One Shot)
(2001 One Shot)

1..NM. 2.50

Killraven (2002 Ltd)
(2002 6 Issue Ltd Series)

2 .NM. 3.50

Kitty Pryde & Wolverine
(1984-1985 6 Issue Ltd)

1 NM 3.00
2-5..NM 2.50
6..NM 4 50

Kitty Pryde: Agent of SHIELD
(1997 1-3)

1-3 NM 1.75

Knights of Pendragon
(1990-1991)

1-2, 4, 8-9..NM 0.50

Kull the Conqueror
(1st Series 1971-72 & 1974-76)

1..FN+ 13.25
1..FN- 9.50
7..G+ 0.50
7..VFN+ 4.80
8-9..NM 6.00
10..VFN+ 4.80
11..NM 4.50
15 .NM. 4.50
16 VFN- 1.40
17..VFN 1.50
18..NM 4.50
24..VFN 2.60
25..VFN+ 2.80
26..NM 3.50

Man-Thing (Vol 1)
(1st Series 1974-1975)

8..VFN+ 6.40
9..NM 8 00
10 .VFN+ 6.40
11..NM 8.00
12..VFN+ 4.00
13 .VFN 1.50
13..VFN+ 1.80
14-15..NM 5.00
15..VFN 1.50
16-19..NM 5.00
21..VFN- 3.50
22..NM 5.00

Marvel Boy
(2000 6 Issue Ltd Series)

1..NM 6.00
2..NM 4.50
3-6..NM 3.50

Marvel Chillers
(1975-1976)

1..VFN- 5.60
2..VFN 3.35
3..VFN- 8.40
4..VFN+ 3.60
5..VFN 3.35

Marvel Classics Comics Featuring
(1976-1978)

1..FN+ 7.80
2-3..FN 5.40
5. FN 5.40

Marvel Collectors Item Classics
(1965-1969 becomes Marvels Greatest Comics)

2..VG 10.50

Marvel Double Feature
(1973-1977)

7..VFN+ 4.00

Marvel Feature (Vol 2)
(1975-1976 2nd Series)

2..NM- 3.15
3..NM 3 50
4 VFN+ 2.80
5-7 NM 3 50

Marvel Knights (Vol 1)
(2000-2001)

1 NM.... .. .. 8.00
7-8, 10, 13..NM 2.50

Marvel Mangaverse
(2002-present)

2 .NM 4.00
3, 6 .NM 3.00

Marvel Premiere
(1972-1981)

13 .VFN- 4.50
22..VG+ 2.00
22..VFN 4.00
22..VFN- 3 75
24 .FN+ 3 25
24 FN+.. ..... 3 50
24 NM- 10.75
24 VFN 4.00
24 VFN- 3.50
26..VFN 1.60
26..VFN+.. ..... 3.60
27..VFN 2.25
27..VFN 4.50
28 .FN-. 3.00
29-31 .NM 2.50
31. VFN 1.00
31..VFN- 0.90
31. VG+ 0 60
32..NM 1 25
32..NM 2 50
32..VFN 1.00
32..VFN+ 1.10
32 VFN- 0.90
32 VG+. 0.60
33 .VFN+ 2.00
33..VFN- 0.90
33..VFN 1.00
33..NM 2.50
34..NM 2.50
34..FN+ 1.60
36..NM 2.50
37..FN 0.80
37..NM 1.25
37..NM 2.50
37..VFN- 0 85
38..NM 1 25
38..NM 2.50
38..VFN 1.00
39..NM 2.50
39..NM 1.25
39 .VFN+ 1.10
40..NM 2 50
40..NM 2.50
40..VFN+ 1.10
41..FN+ 0 85
41..NM 1.25
41. NM 2.50
41. VG+ 0.60
42 NM 2.50
43 .NM 1.25
43..NM. 2.50
44..NM 2.50
44..VFN+ 1.10
44..NM 1.25
45..NM 2.50
45..VFN- 0.85
45..NM 1.25
46..NM 2.50
47..NM 1.25
48..FN+ 0.85
48 .NM 1.25
48 .NM. 4.50
49 .NM 1.25
49..NM 2.50
49..VFN 0.90
50..NM 10.00
51..NM 1.25
51-53..NM 2.00
53..NM- 1.80
54..NM 2.00
56..FN- 1.00
56..VFN+ 1.10
57-59..NM 3.00
59..VFN- 2.10
60..NM 3.00
61..FN+ 0.85
61..NM 2.00

Marvel Presents:
(1975-1977)

2..NM 4.00
3..VFN 4.80
3..VFN+ 4.80
3..NM 8 00
3..VFN- 4.20
4..FN 3.00
4..NM 5.00
4..VFN 4.00
5..NM 4.50
5..VG 1.40
6..VFN- 2.45
6..VG- 1.05
7..NM 3.50
7..VFN 3.35
8..VFN+ 3.60
8..G+ 0.85
8..NM 3.50
9 .VFN- 3.15
9 NM 3.50
10 NM 5.00

Marvel Remix Fantastic Four
(1998-1998 3 Issue Ltd)

1-3..NM 2.00

Marvel Spectacular
(1973-75 Thor Reprints)

12..VFN- 2.10

Marvel Spotlight (Vol 1)
(1971-1977 1st Series)

6..VG- 6.70
7 VG 8.10

8..FN+ 4.50
8..VFN+ 5 60
8..FN+.. .. .. 4 90
8..FN 4 50
8..FN+ 14.75
9..G+ 1 75
9..VFN 15 75
10 FN+ 4 90
10-11..VFN- 13.50
12 FN 9 00
12. VFN+ 17 75
12. VG+.. ..... 7 20
13..VFN- 4.20
14..FN+ 3 90
16..FN- 2.25
17..FN 2.70
17..VFN 2.80
17..FN+ 3.90
26..VFN+ 5.20
27..NM- 3 15
27. VFN 1 50
28. NM 20 00
28 VFN 14 25
29..VFN+ 8.30
29..VG 1.60
30..VFN- 1.10
30..FN 0 95
30 FN+ 1.05
30 FN- 0.75
30 .VFN 2 60
31..NM 3 50
31..VG 0.60
32..VFN- 5.20
33..NM 3.00
33. VFN 2.25

Marvel Super Action
(1977-1981)

10 VFN 1 85
31 NM 1.50
35 .NM 1.50

Marvel Super-Heroes (Vol 1)
(1967-1982 1st Series)

12..VG+ 30.00
14..VG- 18.00
14. G 12.00
14. G+ 11.25
18..VFN-
(1st Guardians of the Galaxy) 21.50
22 .FN 5.40
24 FN 5.40
24 VFN 6.70
27-28..FN- 4.50
28..VG+ 3 60
72..VFN+ 2.80
95-96..NM 3.50

Marvel Super-Heroes (Vol 2)
(1990-1993 2nd Series)

1-3..NM 1.50
11-12..NM.. .. .. 1.50
14 .NM 1.50

Marvel Tales
(1966-1994)

7..VG+ 6.00
198..NM 2.50
231..NM- 1.80
232..NM 2.00

Marvel Tales Annual
(1964-65)

2 .VG 24.50

Marvel Team-up (Vol 1)
(1972-1985 1st Series)

24..VFN+ 4.00
26..NM 4.50
26..VG+ 1.80
27..NM 4.50
28-29..NM 3.50
29-30..VFN- 2.45
31..NM 5.00
32..FN- 1.50
32..NM 3.00
35..NM 3.00
36-37..VFN+ 2.40
40..VFN 2.40
40. VG 1.05
41..VFN+ 2.00
41..FN+.. ..... 1.60
42..NM.. ..... 2.50
44..NM 2.50
44..VG+ 1.00
45..FN 1.60
46..VFN 2.00
46..VFN- 1.75
47..NM 2.50
48. VFN+ 2.00
49..VFN- 1.75
52. NM 2.00
54. NM 3.50
55 NM 4.50
59 VFN+ 3.15
60 NM.. ..... 3.50
60 .VG 1.40
61..NM 2 50
63..VFN 1.85
63..VFN 2.00
64..FN 1.50
66..NM 6.50
67. VFN 1.85
67 VFN+ 2.00
67 VFN- 1.75
68 NM 2 50

68 VFN+ 2 00
69 .NM 2 50
69 .FN. 1 50
70 FN+ 1.75
70. NM 2.50
74. VFN+ 1.20
76-78. NM. 1.50
78. VFN 1.10
79. NM 1.50
82-83 NM 2.00
84. NM 3.50
86 NM 2 50
88 NM 2.50
89 NM 1 50
90..FN+ 0 80
91..NM.. .. .. 1 25
91..VFN+.. ..... 1 00
92-93..NM 1.25
94..NM.. .. .. 2 00
95..FN+ 0 80
95. NM. 1.25
97-99. NM 1.25
100 .NM 8.50
100 NM- 7.60
100 .VFN+ 6 80
101..NM 2.00
103-104..NM 3.50
104. VG+ 0.60
108. NM 1 50
108. NM 2.50
109 NM 1.50
109-112 NM 2 50
113..NM 1 00
113..NM 2.00
113..VFN- 0.75
114..NM 1.00
114-115..NM 2.00
117..NM 6.50
118..NM 2.00
119..NM 1.00
120 .FN 0.60
120. VFN 0.80
120..NM 1.00
120..NM 2.00
121-122..NM 1.00
122..NM 2.00
124..NM 1.00
124..NM 2 00
125..NM 1 00
127..NM 1.00
127 .NM 2.00
130 NM 3.00
131..FN- 0 50
131..NM 1.00
132..NM 3.00
134..VFN- 0.75
134. NM 1.00
134 NM 2.00
136..NM 1 00
136..NM 2 00
137-138..NM 2.50
139..NM 2.00
140..NM 1.50
140 .NM 2.50
141..NM 6 00
141..NM- 4.05
142..NM 1.00
142-143..NM 2.00
143. VFN- 0.70
144 NM 1.00
144 NM 2.00
146 .NM 2.00
147..NM 1 00
147..NM 2 00
149..NM 2.00
149..VFN 0.80
149..VFN- 0.70
150..NM 3.50

Marvel Team-up (Vol 2)
(1997-1998 2nd Series)

3-4..NM 1.50

Marvel Team-up Annual
(1976-1984)

1..VFN+ 8.00
2..NM- 4.50
3-4, 6, 7 NM 3.50

Marvel Two-in-one
(1974-1983)

11-13..NM 2.50
13..NM 3.50
14. NM. 2.50
16 .FN 1 60
16 .VFN 2.00
16 .VFN+ 2.25
16 VFN- 1.85
19..VFN+ 2.25
20..NM 3.50
21..NM 2.50
22. FN+ 1.30
22..NM 2 50
22..VFN 1.60
24..NM.. ..... 2 00
24..NM 2 50
26..NM 2 50
27..FN+ 1 30
27-28 NM 2.50
28 .VFN 1 60
29-30 .NM 2.50
30 .NM 3.50
31..VG 0.50
31 .NM 1.50
31. VFN 1.20
32-38. NM 1.50
38. VFN+ 1 20
38. VFN- 1 10

39..NM 1.50
40..FN 0 90
40-41 NM 1 50
41. VFN 1 20
42-43..NM 1 50
45-47. NM 1 50
47 .NM- 1 35
48 .NM 3 50
49..VFN+ . 1 20
49 NM... .. 1 50
50-51 NM. . 5 00
52 NM 2.00
54-58. NM 3.50
59-61. NM. 1.25
61..NM- 1.10
62-66..NM 1 25
66..VFN- 0.85
67. FN+ 0.80
67. NM 1.25
67 VFN 1.00
68. VFN 1 00
68..NM 1 25
69..NM 1.50
69..VFN- 1.05
70..FN 0.75
70 FN+ 0.80
70 NM... ..... 1.25
70 .VFN+ 1.10
71..FN+ 0.65
71..NM 1.00
71..VFN- 0.70
72..NM 2.00
73..VFN 0.75
74..VFN. 0.80
74..NM 1 00
75..VFN 1 20
75. NM 1 50
75. FN 0.90
76 NM... . ..... 1.00
76 VG+ 0.40
77-78..NM 1.00
79..FN+ 0.65
79..NM 1.00
80 .FN+ 1.30
80 .FN+ 1.40
80 .NM 2.00
80..VFN- 1 40
81. VFN 0 80
81..NM 1.00
82. NM 2.00
83. NM 1.00
84..NM 1 25
85..FN+ 0.65
85-88..NM 1.00
89 FN+. 0.70
89 .NM. 1.00
89..VFN 0.80
90-91..NM 1 00
91. VFN- 0 70
92-93..NM 1.00
95. NM 1.00
97-98 NM 1 00
98. VG+ 0.50
99..NM 1.00
100. NM 1.25

Marvel Two-in-one Annual
(1976-1982)

4..NM 3.50
6..NM 2.50

Marvel Universe
(1998)

2-7..NM 1.75

Marvel: The Lost Generation
(2000 12 Issue Ltd)

2..NM 2 50

Marvels
(1994 4 Issue Ltd Series)

1 .NM 8 50
2-4..NM 5 00

Marvels Greatest Comics
(1969-1981)

27 FN+ 8.10
30 VG+ 5.00

Master of Kung Fu
(1974-1983)

19 .VFN- 7.00
20..NM- 7.20
20..VFN+ 6.40
22. NM.. ..... 4.50
23..NM- 4.05
23..VFN 2.25
24 VFN+.... ..... 4.80
25 NM.. ..... 4.50
27 VFN+. 2.80
27 VFN+ 3.60
36-38. VFN 1 85
43 .VFN+ 2.00
45..VG 0.85
47 .FN- 1.25
49. FN- 1.25
50 VG 0.85
51..FN- 1.25
51 VFN- 1.75
52 NM.. . ..... 2.50
53 VFN- 1.75
54-56. NM 2.00
56 NM- 1.80
57-58 .NM 2 00
60-61 .NM 2 00
63-68 NM 2 00
70-76 NM 2.00
78. NM 2.00

80-82 NM.. ..... 2.00
84-86 NM 2.00
88-90 .NM 2.00
92-93..NM 2.00
95-99..NM 2.00
100 .NM 3.00
101-103..NM 2.00
106..NM 2.00
107..NM 3.00
108..NM 2.50
111..NM 2.50
111..NM- 2.25
112..NM 2.50
114-117..NM 2.50
118. NM 3 50
119-122. NM 2 50
125. NM 5 00

Maverick
(1996-present)

1 .NM 2.50
2 .NM 2.00
3..NM 1 75
5-12..NM 1.75
12..NM 2 50

Maximum Security: Dangerous Planet
(2000 One Shot)

1..NM 3.50

Mephisto Vs. Four Heroes
(1987 4 Issue Ltd Series)

1-3..NM 1.25

Micronauts (Vol 1)
(1979-1984)

11 .NM 2.50
13-15..NM 2.50
17-18. NM 2 50
19..FN 1 50
20..NM.. ..... 2.50
21-26..NM 2.00
27 VFN- 1.40
28-34 .NM 2.00
35..NM 3 50
36. NM 2 00
38..NM 2.00
40-47 NM 2.00
48-49 .NM 3.00
50-51..NM. . 2.00
54-56..NM 2.00
58-59..NM 2.50

Micronauts (Vol 2), The New Voyages
(1984-1986)

3..NM 1 25
6-9..NM 1 25
9..NM- 1.10
10..NM 1.25
12. NM. 1.25
14-15 .NM 1.25
17-20 .NM 1.25

Midnight Sons Unltd
(1993-1995)

1-3. NM 3.50
5-8 .NM 2.95

Morbius The Living Vampire
(1992-1995)

1..NM 3.50
2..NM 1.50
4-11, 13-21 .NM 1.25
22. NM 2.50
23-24, 26-28 NM 1 50
30-31..NM 1.50

Morlocks
(2002 4 Issue Ltd Series)

1..NM 4.00
2. NM 3.00

Ms Marvel
(1977-1979)

1 NM- 7.60
2 NM. 4.50
3..VFN+ 2.80
4-5..NM 3.00
6..NM 3.50
6..VFN+ 2.40
7. VFN 2.60
8 .NM. 3.50
9 .NM 3.50
9 NM 3 00
10 .NM 2.50
10..NM 3.50
11-15 NM 2.50
18. FN 6.00
19-23 .NM 2.50

Mutant X (Vol 1)
(1998-2001)

1..NM 7.50
2..NM... ..... 4.00
4..NM 2.50
5..NM 1.75
5..VFN 1.30
6..NM 1.75
6..VFN 1.30
7..NM.. ..... 1 75
7..VFN 1.30
8-11..NM 1 75
11. VFN- 1 20
12 NM. 3 00
13-15 NM 1 75
17-18 .NM 1.75
20..NM 2.00
23-24..NM 2.00
25 .NM..... ..... 3 00

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Mutant X (Vol 2)
(2001-present)
1..NM 4.50

Mutant X 1999
(1999 One Shot)
1..NM 3.00
1999..NM 2.50

Mutant X Annual
(2000-present)
2001..NM 3.00

Mutant X: Dangerous Discoveries
(2002 One Shot)
1..NM 3.50

Muties (2002 Ltd)
(2002 6 Issue Ltd Series)
2-3..NM 3.00
4-6..NM 2.50

Namor
(1990-1995)
1..NM 1.50
2-3 .NM 1.25
4-10. NM 1.00
13 .NM 1.00
19 .NM 1 00
26..NM 2 00
27..NM 1.50
30..NM 1.25
37 .NM 1.50
38-45. NM 1.00
52. NM 1.00

Namor Annual
(1991-1994)
1-4 .NM 1.75

New Eternals: Apocalypse Now
(1999 One Shot)
1..NM 3.25

New Mutants (Vol 1)
(1983-1991)
2..NM 3 00
2..VFN 2.25
2 VFN- 2 10
3 VFN 1.50
4..NM 2 00
4..VFN- 1 40
4..NM- 1 80
5. NM 2.00
7..FN+ 1.30
7-8 NM 2.00
10..NM 2.00
12..NM 2.00
12..VFN 1.50
15 .NM 2.00
18 NM 3.00
19..FN+ 1.30
19..NM 2.00
20..VFN- 1.40
21..NM 3.50
22..NM 1.50
23-24..NM 1.50
23..FN+ 0 95
24..VG+ 0 60
25..FN-.. ..... 2 00
25..NM 4 00
26..NM 5 00
26 VFN-.. ..... 3.50
27 .NM 3 00
28 .FN 1.80
28 .NM 3.00
29..FN- 1.25
30..NM 2.50
31 .NM 1.50
31. NM- 1 35
32..FN- 0.75
32..NM 1.50
33 .NM 1 75
36..NM 1.25
38-39. NM 1.25
39. VFN 0.90
40. NM 1.25
40..VFN 0.90
41..NM 1.25
41..VFN 0.90
42-43..NM 1 25
43..VFN 0.90
44-45..NM 1.25
45 .NM- 1.10
46 .NM 2.25
46 .VFN- 1.55
47 .NM 1.25
47 .VFN+ 1.00
47 VFN-.. ..... 0.85
48 .NM 2.25
48..VFN 1.80
49 .NM 2.25
49 .NM- 2.00
49 .VFN- 1.55
50 .NM 1.50
51 .NM 1.00
52-55 .NM 1.00
52 .FN+ 0.65
56-57 .NM 1.25
57 .VFN+ 1.10
58 .NM 1.25
59 .NM 2.00
59 .VFN-.. ..... 1.40
60. NM 2.00
61..NM. 2.50
61 .VFN 1.85
62. NM 1.25
62. VFN 0 90
63. NM 1.25
63..VFN- 0.85
64-66 .NM 1 25
66 .VFN 1 00
67 .NM 1 25
67 NM- 1 10
68-72..NM 1 25
73 .NM 2 25
73. VFN- 1 55
74-79..NM 1.25
79..VFN 1.00
80-82. NM 1.25
83..VFN 1.00
83..FN+ 0.85
83..NM 1.25
84..NM 1.25
85..NM 3.50
86 .NM 8.50
86..VFN 6.30
86..VFN- 5.90
86..VG- 2.55
87 .NM (2nd Printing) 2.50
87 NM 15.00
87 NM- 13.50
87..VFN+ 12.00
87..VFN- 10.50
88..NM 8.00
89-90..NM 7.00
90..VFN+.. ..... 6.30
90 .VFN-.. ..... 4 90
91..NM 7 95
91 .VFN 6.30
92..FN+ 2.75
92..NM 4.25
92..VFN- 3 15
93..NM 5 00
94 NM 4.00
94 VFN- 2.80
94 VG 1.40
95..NM 4.50
95..VG+ 1.80
96..NM 4.50
96..VFN-.. ..... 3.15
97..NM 4 50
97..VFN+ 3.60
99..FN- 2 50
99..NM 5.00
99 VFN+ 4.00
100..NM 4.00

New Mutants Annual
(1984-1991)
1..FN+ 1.95
2-7..NM 2.50

New Warriors (Vol 1)
(1990-1996 1st Series)
1 .NM 5 00
1..VFN- 3 50
1..FN+ 3 25
2 .NM 3.50
2 FN+ 2.25
3 .NM 3 00
4-5..NM 2 50
6-8..NM 2 00
8. VFN 1.50
9-10 NM 2.00
11-14. NM 1.50
14..VFN 1 10
15..NM 1.50
16-23..NM 1.00
24..NM 1.00
25..NM 1.50
26-29..NM 1.00
29..VFN 0.75
30..NM 1.00
30..VFN 0.75
31..NM 1.00
31..VFN+ 0.80
32-45..NM 1.00
46-48..NM 1.50
49..NM 1.00
50..NM 1.25
50..NM (Deluxe Edition) 2 00
51..NM 1.50
52-56..NM 1.00
59 NM 1 00

New Warriors (Vol 2)
(1999-present 2nd Series)
1 NM 2.50
2 NM 2.00
2. NM- 1.80
3-8. NM 2.00

New Warriors Annual
(1991-1994)
1-2..NM 1.50
3-4 .NM 2.00

Nick Fury Agent of SHIELD (Vol 1)
(1st Series 1968-1971)
5 VG 8.50
6 VG-.. ..... 5.20
8 FN 6.80
8-10 FN-.. ..... 6.00
12..VG+ 6.10
15 FN-.. ..... 15.00

Nick Fury Agent of SHIELD (Vol 2)
(2nd Series 1989 - 1993)
1 NM 1.75
2 NM 1.50
3-5 .NM 1.00
7 NM 1.00
10-19 .NM 1.00
20. VFN 0.75
21-26 .NM 1 50
27-28..NM 2.25
29..NM 1.75
32..NM 1.75
33-35..NM 1.25
36-37..NM 1.00
38-39..NM 1.25

Nick Fury vs SHIELD
(1988 6 Issue Ltd Series)
1..NM 5.00
2-3..NM 4.00
4-6..NM 3.50

Not Brand Echh
(1967-1969)
1..VFN+ 35.50
13. VG+ 9.20

Nova (Vol 1)
(1976-1979 1st Series)
3 .VFN-.. ..... 1.05
6 .NM 2.50
7 VFN 1.50
8, 9..NM 2.00
10..VFN 1.50
11..NM 2 00
12 .NM 4 50
13 .NM 1.50
14 .NM 2.50
15-16..NM 3.50
18-19 .NM 3.50
20. FN+ 1.30
20-21 NM 2.00
24. VFN 1 20
24..VFN+ 1.35
24..VG+ 0.80

Nova (Vol 2)
(1994-1995 2nd Series)
1..NM 1.50
1..NM (Deluxe Edition) 2.00
9-10. NM 1.25
15..NM 1.25

Nova (Vol 3)
(1999)
1..NM 3.50
2..NM 2.50
3..NM 1.75
3-6..NM 2 50
7..NM 3 00

Onslaught: Marvel Universe
(1996 One Shot)
1. NM 12.50

Onslaught: X-Men
(1996 One Shot)
1. NM 15.00

Origin: Wolverine
(2001 6 Issue Ltd Series)
1-2..NM 25 00
3..NM 15 00
4-6..NM 5 00

Paradise X
(2002-2003 14 Issue Ltd)
1..NM 4 00

Paradise X: Ragnarok
(2003 2 Issue Ltd Series)
1..NM 3.00

Paradise X: Xen
(2002 One Shot)
1 .NM 4.50

Peter Parker Spider-Man
(1998-present)
1. NM 15.00
1..NM- (Sunburst Variant Cover) 27.00
2. NM 8.50
3..NM 6.50
4-8..NM 5.00
17..NM 4.00
22..NM 3.00
28. NM 3.00
32 .NM 2 50
34-35..NM 2 50
42. NM 2.00
49. NM 2.25
50. NM 3.50
52. NM 2.50

Peter Parker Spider-Man 2000
(2000 Annual)
2000..NM 2.50

Phoenix Resurection Zero
(1996 One Shot)
0 .NM 1.50
0 NM- 1 35

Phoenix Resurection: Aftermath
(1996 One Shot)
1..NM 2.50

Phoenix Resurection: Genesis
(1995 One Shot)
1..NM 2.50

Phoenix Resurection: Revelations
(1996 One Shot)
1..NM 2.50

Phoenix The Untold Story
(1984 One Shot)
1..NM 2.50

Power Pack
(1984-1991)
4 NM 1.00
7. VFN-.. ..... 0.70
9-10. NM 1.00
13..NM 0.75
18..NM 0.75
21..NM 0.75
23-24 .NM 0 75
24 VFN 0 60
25..NM 1.25
27..NM. 2.50
28..NM... ..... 2.00
32..NM 0.75
34..NM 0 75
37..NM 0.75
39..NM 0.75
41..NM 0.75
43-44..NM 0.75
47..NM 0.75

Powerline: Shadow Line Saga
(1988-1989)
1-7. NM 0.50

Powerman
(1974-1986)
20. NM 4 00
21. VFN+ 3.20
22-23..NM 4.00
24..NM- 3 60
24..VFN- 2.80
25..NM 4.00
25..VFN- 2.80
26 .VFN- 1.40
26 FN- 1.10
27-28 .NM 2.00
28 VFN- 1.40
29-31..NM 2.00
31..VFN+ 1.80
32 NM 2.00
33 VFN 1.10
33..VFN- 1.10
34..VFN 1 10
34..VFN 1 20
34..VFN- 1.10
35-36. NM 1.50
36..VFN+ 1 35
37..VFN- 1 10
37..NM 1 50
38-39. NM 1.50
41-42 .NM 1.50
42 .VFN- 1.00
43-44..NM 1 50
44..VFN- 1.10
45..FN+ 1.05
45-46..NM 1.50
46..VG+ 0.60
47..NM. 2.50
48..NM. 5.50
49..NM... ..... 2.00
49..NM. 5 50
50 .NM 5.50
50 .NM 3.00
51 VFN 0.90
51 NM 1.25
52 NM 1.25
52..VFN- 0.85
53..FN+ 0.80
53..NM 1.25
53..NM- 1 10
53..VFN- 0.85
54-56..NM 1.25
57..NM 5.50
64..NM 1 50
65..VFN 1 20
67-70 .NM 1.25
70..VFN- 0.85
70..VFN 1.00
71..NM 1.25
71..VFN 1.00
72-74..NM 1.25
75..NM 1.50
78. NM 6.50
79-83..NM. 1.25
85..VFN 1 00
86-90..NM 1.00
90..VFN 1.00
91-99..NM 1.25
102-103..NM 1.00
103 VFN+ 0.90
104-105. NM 1.00
107-108. NM 1 00
109 .VFN-.. ..... 0.75
110-115..NM 1.00

Powerman Annual
(1976)
1..VFN+ 5.20

Prime (Vol 2)
(1995-1997)
1 .NM 2 00
2..NM 1.50
4 NM 1 50
7 NM 1.50
10-11 .NM 1.50

Prince Valiant, Hal Fosters
(1994-1995 4 Issue Ltd Series)
1-4 NM 3.00

Professor Xavier & The X-Men
(1995-1997)
1 .NM 2.00
2-7 .NM 1.00
7..NM- 0.90
8-18..NM 1 00

Prowler, The
(1994-1995 4 Issue Ltd Series)
1-2 NM.. ..... 1.00

Pryde & Wisdom
(1996 4 Issue Ltd Series)
1..FN+ 0.95
1-2..NM 1.50
2..VFN- 1.10
3. FN+.. ..... 0.95
3 NM 1.50

Psylocke & Archangel: Crimson Dawn
(1997 4 Issue Ltd Series)
1..NM 2.50

Punisher & Captain America: Blood & Glory
(1992 3 Issue Ltd Series)
1..NM.. ..... 3.50

Punisher (2000 Ltd)
(2000 12 Issue Ltd Series)
1..NM 7.50
2 .NM. 5.00
3 NM 4.50
4-12 NM 4.00

Punisher (Vol 1)
(1987-1995 1st Series)
2. NM 6.00
3. NM 4 50
3..VFN 3 35
3..VFN+ 4 05
4..NM.. ..... 4.00
4..VFN-.. ..... 3.00
5..FN 2.60
5-7..NM 4 00
7..VFN 3.20
8-9. NM 4.00
10. NM (ND Scarce) 10.00
11. NM 4.00
13..FN 2.40
13-15..NM 4.00
16..NM 3.50
16 VFN- 2.45
17 .NM 3.50
17 VFN- 2.45
18-19. NM 3.50
20..NM 3.00
21..NM 2.25
21. VFN+ 1.80
22-23 .NM 2 25
23 VFN- 1 65
24 VFN- 2 45
24..NM 3 50
25..VFN+.. ..... 2.00
25..NM 2.50
26..NM 1 50
26 .VFN 1.10
27-29 .NM 1.50
30. NM 1.25
30..VFN- 0.85
31..NM 1.25
31..VFN 1.00
32..NM 1.25
32..VFN- 0.85
33. NM 1.25
34-35 .NM 1.25
34 .FN+ 0.80
35 VFN- 0.85
36 .VFN- 0.85
36 NM.. ..... 1.25
37-38. NM 1.25
38 VFN.. ..... 0.90
39-42..NM 1.25
43-46..NM. 1.00
46 VFN+.. ..... 0.80
47 NM.. ..... 1.00
47 NM- 0.90
48-49 .NM 1 00
50. NM. 2.25
51-53 .NM 1 00
53..VFN- 0 70
54 VFN 0 80
54 .NM 1.00
55..NM... ..... 1.00
55..VFN 0 80
56-59..NM 1.00
59. VFN 0.75
60. NM 1.00
60..VFN 0 80
61. NM... ..... 1 00
62..FN+ 0 65
62-64..NM 1 00
66-70 .NM 1.00
70..NM- 0.90
71-74..NM 1.00

Punisher (Vol 3)
(2001-present)
1 .NM.. ..... 8.50
2..NM 6.50
3-6. NM 5 00
7..NM... ..... 4.00
11-12..NM 3.00
19..NM 2.50

Punisher 2099
(1993-1995)
1. NM 2 00
2. NM 1.50
3-12. NM 1.25
14..NM 1.25
16..NM 1.25
19 NM.. ..... 1.25
28-31 .NM 1.25

Punisher Annual
(1988-1994)
1 NM 6.95
2 .NM 5.00
3 NM 3 25
4..NM 1 75
6..NM 2 25

Punisher P.O.V.
(1991 4 Issue Ltd Series)
1-4..NM 3.50

Punisher Summer Special
(1991-1994)
1 .NM 2.50

Punisher War Journal
(1988-1995)
1..NM.. ..... 10.00
2..NM 6 00
3..NM 5 00
4. NM 3.50
6. NM 6.50
7 .NM 5.00
9-11..NM 2 50
13..NM 1.75
16-18..NM 1.75
20-25. NM 1 50
28 .NM 2.00
31-32. NM 1.50
34-35..NM 1.25
37-39..NM 1.25
50 NM.. ..... 3.50
54. NM 1.50

Punisher War Zone
(1992-1995)
1..FN+ 4.15
1. NM 5 95
2-3..NM 1 75
4. NM 1 50
6. NM 1.50
8-10. NM 1.50
12..NM 1.50
14..NM 1.50
29..NM 1.50

Punisher War Zone Annual
(1993-1994)
1..NM 2.25

Punisher, The
(1986 5 Issue Ltd Series)
3..FN+ 3.25
3..NM 5.00
5..NM 4.00

Punisher/ Painkiller Jane
(2000 One Shot)
1..NM 3.00

Punisher: G-Force
(1992 Squarebound One Shot)
1 NM.. ..... 4.50

Punisher: Origin of Micro-Chip
(1993 2 Issue Ltd Series)
1. NM 1 50

Quasar
(1989-1994)
1. NM 2.50
2. NM 1.50
3-6 .NM 0.75
6 .VFN 0.55
9-14..NM 0.75
16 .NM 1.25
17-19. NM 0.75
26 NM 0.75
26..VFN 0.50
27-31..NM 0.75
35-38..NM 0.75
38 .NM- 0.65
39-49..NM 0.75
50..NM..... ..... 2.50
51-52..NM 0.75
54 .NM 0 75
55 .NM 1 00

Quicksilver
(1997-1998)
2..NM 1 75
4..NM 1 75
4 .VFN 1 30
6-8..NM 1 75

Rampaging Hulk
(1998-1999)
2..NM 2.00
3-6..NM 1.75

Ravage 2099
(1992-1994)
1..NM 2.50
11-14..NM. 1.50
16-33..NM. 1 50

Rawhide Kid
(1955-79)
48..VG+ 7.00

Red Sonja
(1977-1979)
1 .NM 6 50
7 .VFN+ 3.20
8 .NM 4.00
9 NM 4.00
9..NM... ..... 2.50
10 .NM 2.50
10..NM. 3.50
11..NM. 2.50
11 .VG+ 1.40
12-14..NM 3 50

Rise of Apocalypse, The
(1996 4 Issue Ltd Series)
1..NM 2.50

Ruins
(1995 2 Issue Ltd Series)
1..NM 4.50

Scarlet Witch (Ltd)
(1994 4 Issue Ltd Series)
1-4..NM 1.25

Secret Defenders
(1993-1995)
1..NM 2.95
2-11 NM 1.25
12. NM 2.50
13-14..NM 1.25
15-19, 21-22..NM .. 1.00
25..NM 1 50

Secret Wars II
(1985-1986 9 Issue Ltd)
1..NM. 4.00
2-3..NM 3.00
4..NM.. ..... 2 00
4..NM 3 00
6-8 NM 3 00
9 NM 4.00

Sensational Spider-Man
(1995-1998)
-1 .NM 1.25
0..NM 6 95
1. NM.. .. .. 2.25
2-5 NM 1.50
6-9 NM 2 50
10-13 .NM 1.75
15 NM 1.75
18-21 .NM.. ..... 1 75
22 NM 1.50
25..NM (Variant Cover) 4.50
28 .NM 2.50
29-30..NM 1.75
32..NM 2.50
33..NM 3.50

Sentry
(2000 5 Issue Ltd Series)
1..NM 7.50
2..NM 4.50
3-5. NM 3 50

Sentry vs The Void
(2001 One Shot)
1 .NM 5 00

Sentry/ Fantastic Four
(2001 One Shot)
1..NM 3.50

Sentry/Hulk
(2001 One Shot)
1 .NM 3.50

Sentry/ Spider-Man
(2001 One Shot)
1 .NM 3.50

Sentry/X-Men
(2001 One Shot)
1 .NM. 3.00

Sgt. Fury & His Howling Commandos
(1963-1981)
7 FN+ 31.75
17 .VG+ 12 00
18 VFN- 18 50
20 VG 8 70
22 VG 5.80
23..FN+ 10 50
23..VFN+ 16 00
23..VG- 4.80
24 VG 5.80
25 .FN- 7.60
26 .VG+ 6.60
28..VG+ 6.60
28..VG+ 8.00
28..VG- 4.80
29 VG+ 6 60
29..VG- 4 80
30..VG 5.80
30..VG+ 6 60
30..FN+ 13 00
31..G+ 2 85
32-33..VG 4 35
33..VG- 3.60
36..FN+ 9.75
37..G+ 2.85
38 VG- 3.60
39 VG 6.00
42 .FN+ 6.80
43..FN- 6.50
43..VG+ 4.25
43 .FN 7 80
45 .VG+ 4 10
45..VG+ 5.00
46..VG- 3.75
47..FN 7.50
47..FN+ 8.10
47..VFN- 8 70
49 .VFN- 8.70
53..VG+ 4.00
55 .VFN+ 8.00
56..FN+ 6.50
56..VFN- 7.00
59..VFN- 7.00
60..VFN 7.50
60..VFN+ 8.00
63..FN+ 4.80
63. VFN 5.60
69. FN+ 4.80
73. FN+ 4.80
76..VG+ 3.00
82..VG+ 2.00
83..G 1 00
85..VG+ 2 00
113 VG+ 1 40
117. VG+ 1.40
122. NM 3.50
128..FN+ 1 95
132..VFN- 1 75
152. VFN 1.50

She-Hulk, The Savage
(1980-1982)
2..NM 3.50
9. FN+ 1.60
10. VFN- 1.75

She-Hulk, The Sensational
(1989 - 1994)
1..NM 2.50
1..VFN 1 85
1..VFN- 1 75
2..VFN- 0 85
2 .NM.. ..... 1 25
3-18 NM 1.25
20-28..NM 1.25
29..NM. 1.50
30..NM 1.25
31-35..NM 2.50
36-40..NM 1.50
41..NM 1.25
42-43..NM 1 50
44-47..NM 1.25
48-49..NM 1.50
50..NM 3.00
50..VFN+ 2.40
51-56. NM 1 50
58-59 .NM 1 50
60 .NM 2.00

Shogun Warriors
(1979-1980)
1..NM.. ..... 5.00
5-6..NM 2.50

Silver Surfer (Ltd)
(1988-1989 2 Issue Ltd)
1 NM... ..... 4.50
2 NM 3.50

Silver Surfer (Vol 1)
(1968-1970 1st Series)
1..FN- 110.00
2. VFN-.. ..... 82.50
3..VFN (1st Mephisto). .. 87 00
4. FN+ 150 00
4 FN+ (app). 135.00
5 .FN- 28.00
5..VFN- 50.00
6..FN 32.25
6 .FN+ 40 75
7 .FN-. 28.00
7..VG- 17 75
8..FN+ 34 25
8..VFN- 40 25
8. VG-.. ..... 15 50
9..FN+... ..... 34 25
10..VFN- 40 25
11..VG+ 16.50
11 .FN+ 26.50
12 FN+.. ..... 26.50
12 VFN- 31 00
13..FN+... ..... 26 50
13..G+ 9 50
13..VG+ 16 50
14..FN+ 23.75
14..FN- 17.00
15 .VFN 36.00
17 .FN 21.50
17 .FN+ 26.50
18..VG+ 18.00

Silver Surfer (Vol 2)
(1987-1998 2nd Series)
-1..NM 2 00
5..NM 2 00
6..NM 1 50
6..FN- 0.75
7-8..NM 2 00
8..VG 0 70
9..NM... ..... 1.50
9 .VFN+ 1.20
10-11 NM 1.50
11 .VFN+ 1.20
11..VFN- 1.05
13..NM 1.50
15..NM 4.00
16..NM 2.50
17..NM 3.00
17..VFN 2 25
18-19..NM 2.50
20 .NM 2.00
21-22..NM 1.50
22..VFN 1.10
23..NM 1.50
23..VFN 1 10
24. NM.. ..... 1 50
24. VFN.. ..... 1.20
25..FN 1.20
25..FN+ 1.30
25..VFN+ 1.60
26-27..NM 1.25
27..VFN- 0.90
27..VFN 1.00
27..VFN+ 1.10
28-29 NM 1.25
29 .VFN 0.90
29..VFN- 0.85
30..NM 2.00
30..VFN 1.50
31 .NM 2.00
31..VFN+ 1.60
32 .NM 1.00
33..FN 0 60
33..NM 1.00
34 .NM... .. .. 7.00
35 NM 5.00
36 .NM 3.50
36 .VFN- 2.45
37..NM 2.00
38..NM... .. .. 4 50
38. VFN- 3 15
39. NM.. ..... 1.25
40. NM 2.00
40. VFN- 1 40
41..FN- 0.85
41..NM 1 75
41..VFN+ 1.55
42-44..NM 1.75
46..NM. 2.00
46. VG+ 0.80
47-48..NM 3.00
49..VG+ 0.80
50..NM... .. .. 6.00
50..VFN 4.50
51..NM 2.00
51..VFN- 1.40
52 .NM 2.00
52..VFN- 1.10
53..FN+... .. .. 1.30
53-56..NM 2.00
56 .VFN 1.60
57 .NM 1.75
57 VFN 1.40
58. NM- 1 55
58..NM... .. .. 1 75
59..NM.. ..... 1 75
59. NM-. 1.55
59. VFN- 1.20
60-61..NM 1.25
62. NM 1.75
63-64..NM 1.25
64..VFN 0 90
65-67..NM. 1 25
67..VFN- 0.85
68..NM. 1.25
69..NM 1.00
70..NM 1.25
70 .VFN- 0.85
71-74 .NM 1.25
75 .NM 3.50
76-79 .NM 1.00
81 NM 1.00
83-85 NM 1.00
89-91 NM 1.00
97-98 NM 1.25
101-105..NM 1.75
110. NM 1.75
114..NM 1 75
120-121..NM 3.00

Silver Surfer Annual
(1987-1997)
1..NM 6.00
3-5..NM 2.25

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(1982 one shot)
1..VFN-.. ..... 10.50

Silver Surfer/

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(1996 one shot)
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(2002-present)
1. NM 5.00
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5..NM 3.00
6-7..NM 2.50

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(1975-1977)
1..VG 2.10
3..FN+ 1.75
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(1992 One Shot)
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13..FN- 2.25
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31..NM 4.00
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44..VFN+ 3.20
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49..NM 4.00
49..NM- 3.60
51..NM 4.00
51..VFN+ 3 20
52..NM 4 00
53..VFN- 2.45
54..FN+ 1.60
54..VFN+ 2.00
55..NM 3.00
57..VFN- 2.10
57..VFN 2.25
57..NM 3.00
58..NM 3.50
58..FN+ 2.25
59..FN+ 1 60
59..NM 2 50
59..VFN 1.85
60..NM 3.50
60..VFN 2.60
60..VFN- 2.80
61-63..NM 2.50
64..VFN 5 60
65..NM 2.50
67..VFN+ 2.00
68..VFN 1 85
69..NM 2.50
70..NM 3.50
71..VFN 2.00
72..NM 2.00
74..NM 2.50
78..NM 2 50
78..VFN+ 2 00
80..NM 2 25
80..NM- 2.00
83..NM 6.50
84..NM 2.00
86..NM 2.00
88..NM 2.00
91..VFN- 1 40
92..NM 2.00
94..VFN- 1.20
95-96..NM 2.00
96..VFN- 1.40
97..NM 2.00
97..VFN 1.50
98-99..NM 2 00
100..FN+ 3 25
105..FN+ 1 05
105..VFN- 1 05
107..VFN- 1.05
109-110..NM 1.75
112-115..NM 1.75
116..NM 5.50
117..NM 1.75
117..VFN 1.40
118..NM 1.75
119..NM 5.50
120-123..NM 1.50
123..VFN 1.10
124..NM 1.50
124..VFN 1.10
125-127..NM 1 50
127..VFN- 1 05
128..NM 1.50
129..FN 0.95
129-130..NM 1.50
130..VFN- 1.05
131..NM 3 50
131..VFN 2 80
131..VFN- 2.60
132..NM 3.50
132..VFN 2.80
133-134..NM 1.75
135-136..NM 1.50
136..VFN 1.10
137-138..NM 1.50
139-140..NM 1 75
141-143..NM (Punisher app) 1.75
144-145..NM 1.50
145..NM- 1.35
146..NM 1.50
147..NM (1st Demonic Hobgoblin) 4.00
148..FN+ 0.80
148..NM 1 25
148..VFN 1.00
149-154..NM 1.25
154..VFN+ 1.10
155..VFN- 0.85
156..NM 1.25
156..VFN- 0.85
156..FN+ 0.80
157..NM 1.25
157..VFN- 0.85
160..NM 1.25
160..VFN 1.00
161-162..NM 1.25
162..VFN 0.90
163-168..NM 1.25
170..NM 2.00
171..NM 1.25
173..NM 1 25
174..NM 2 00
189..NM (Holo-grafix Cover) 4.95
195..NM 2.00
196..NM 2.00
196..NM 1.00
197..NM 1.00
204-206..NM 2.00
207..NM 1.00
207..VFN- 1.40
208-209..NM 2.00
210..VFN- 0 70
210..VFN- 1 40
211..NM 2.00
212..VFN- 1.40
212..NM 1.25
213..NM 2.00
214..NM 1.00
214..NM 2 00
215..VFN+ 1.60
216..NM 2.00
217..FN+ 2.25
218..NM 1 25
218..VFN 1.50
219..NM 2 00
220..NM 4.00
220..VFN+ 3.20
221..NM 2.50
222..NM 1 25
222..NM 2.50
223..NM 2.50
223..NM (Deluxe Edition) 3.50
224..NM 2.50
225..NM 3.50
227..NM 3.50
228..NM 1 25
229..NM 4.00
230..NM 1 25
231..NM 2 00
232..NM 1.25
234-238..NM 2.50
240..NM 2.50
241..NM 2 50
241..NM 1 25
242..NM 1.25
245-247..NM 2.50
248..NM 1 50
248-249..NM 2 50
250..NM 5.00
251-252..NM 3.00
254..NM 3.00
255..NM (Variant Cover) 4 50
260..NM 3 00
263..NM 4.50

Spectacular Spider-Man Annual
(1980-present)
1..NM 8 00
3..NM 3 50
4..VFN+ 2.70
4..VFN- 2.10
4..NM 3.00
5-6..NM 2.50
6..VFN 2.00
6..VFN+ 2.00
7..FN 1 50
7..NM 2 50
7..VFN+ 2.00
7..VFN- 1.75
8-13..NM 2.00

Spider-Girl
(1998-present)
0..NM 3 50
2..NM 4.50
3-4..NM 4.00
6-10..NM 3.50
11-20..NM 3.00
22-26..NM 2.50
28-31..NM 2.50
32-33..NM 2 00
35-36..NM 2 00
40-41..NM 2.00

Spider-Girl Annual
(1999-present)
1999..NM 3 00

Spider-Girl Presents: The Buzz
(2000 3 Issue Ltd Series)
1..NM 2.50
2..NM 1.75

Spider-Man
(1990-1998)
1..NM 4 95
1..NM 6 50
2-4..NM 3.50
5..FN 2 10
6..NM 3 00
7-13..NM 2 50
14..NM 2 00
15..NM 1.50
16..NM 2 00
17..NM 1.50
22..NM 1.50
24-25..NM 1.50
27-29..NM 1 50
30..NM 2 00
47..NM 2.25
49..NM 2.25
51..NM 3 00
54..NM 2 25
55-56..NM 2 50
57..NM 3 50
58..NM 2.50
59..VFN 1 65
60..NM 2.25
61..NM 3 50
62-66..NM 2 50
67-71..NM 3 00
72-74..NM 3.50
76..NM 3.50
79-83..NM 3.50
85..NM 3.50
87..NM 3.50
89..NM (Variant Cover) 3.50
90..NM 3.50
92-94..NM 3 50
96..NM 3 50
97..NM 4.50

Spider-Man 2099
(1992-1996 1st Series)
1..NM 3.50
2..NM 2 50
3..NM 3 00
4, 7-15..NM 1 25
17-24, 26-28..NM 1.25
31-33, 38-40..NM 1.25
43..NM 1.25

Spider-Man 2099 Annual
(1994)
1..NM 2.00

Spider-Man Adventures
(1994-1996)
2-3..NM 1.25
4-7..NM 1.00
9..NM 1.00
15..NM 1.00

Spider-man Chapter One
(1998-99 13 Issue Ltd Series)
0..NM 3.50
1..NM 4.50
2-3..NM 3 50
4-6..NM 2.50
7-11..NM 2.00
12..NM 2.50

Spider-Man Daredevil
(2002 One Shot)
1..NM 3.50

Spider-Man Holiday Special 95
(1996 One Shot)
1..NM 2.50

Spider-Man Manga
(1997-present)
4..NM 2 00
6-16..NM 2.00
18-19..NM 2 00

Spider-Man Unltd (Vol 1)
(1993-1999)
1..NM 7.95
3-5..NM 3.50
7..NM 3 50
10-12..NM 3.50
13..NM 3.00
21..NM 3.15

Spider-Man/Black Cat: The Evil That Men Do
(2002 4 Issue Ltd Series)
1..NM 5 50
2-3..NM 4 50

Spider-Man/Gen 13
(1997 One Shot)
1..NM 3.50

Spider-Man/ Ultraforce
(1996 One Shot)
1..NM 2.50

Spider-Man/X-Factor: Shadowgames
(1994 3 Issue Ltd Series)
1-3..NM 1.25

Spider-Man: Blue
(2002 6 Issue Ltd Series)
3..NM 4.00
4..NM 3.50

Spider-Man: Dead Mans Hand
(1997 One Shot)
1..NM 2.50

Spider-Man: Death & Destiny
(2000 3 Issue Ltd Series)
1..NM 2.50

Spider-Man: Get Kraven
(2002 5 Issue Ltd Series)
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2..NM 3.50
3..NM 3.00
5..NM 3 00

Spider-Man: Hobgoblin Lives
(1997 3 Issue Ltd Series)
1-2..NM 2.50

Spider-Man: Lifeline
(2001 3 Issue Ltd Series)
1-3..NM 3.00

Spider-Man: Marrow
(2001 One Shot)
1..NM 3 00

Spider-Man: Quality of Life
(2002 4 Issue Ltd Series)
3..NM 2.50

Spider-Man: Redemption
(1996 4 issue Ltd Series)
2-4..NM 1.00
4..NM 1.75

Spider-Man: Revenge of the Green Goblin
(2000 3 Issue Ltd Series)
1..NM 2.50

Spider-Man: Tangled Web
(2001-present)
1..NM 3.50
2-7..NM 3.00
8-20..NM 2.75

Spider-Woman (Vol 1)
(1978-1983 1st Series)
1..FN 3.00
3..FN 1.80
3..NM 3.00
4..VFN 2.25
5-6..FN 1.25
6-19..NM 2.50
20..NM 3.50
21..NM 2.00
21..VFN+ 1.60
22-29..NM 2.00
30..NM 3.00
31..VFN 2.25
32..NM 2.00
34..FN 1.00

Spider-Woman (Vol 2)
(1999-2000)
1..NM 4.50
2..NM 3 50
3-4..NM 2.50
6-8, 10, 12..NM 1.75

Squadron Supreme
(1985-1986 12 Issue Ltd)
1..NM 2.50
2-3, 5, 8-11..NM 1.50

Strange Tales (One Shot)
(1995 One Shot)
1..NM 4.50

Strange Tales (Vol 1)
(1951-1976 1st Series)
110..G+ (1st Dr Strange) 100.00
110..VG- (1st Dr Strange) 120.00
111..VG+ 63.00
115..VG+ (Origin of Dr Strange) 86.00
121..FN- 17.00
122..VG+ 14 75
122..G+ 8.50
123..G 7.50
123..VFN 39.50
126..VG+ 14.75
129..NM- 40 50
129..VFN+ 36 25
130..VG 13 00
130..VG+ 14 75
131..VG+ 8 20
131..VG 14 75
131..VG 13.00
131..NM- 40 50
132..VG 13.00
132..VG- 10.75
132..FN- 17.00
133..NM 45 00
133..NM- 40.50
133..VFN 32.25
133..VG+ 14 75
134..VG 13 00
136..VG+ 10 50
137..FN- 12 25
138..VFN+ 26.25
138..VG 9.40
138..FN+ 17.00
138..FN 13 75
138..VG+ 10 50
138..NM- 29.25
139..FN- 12.25
139-140..VG+ 10.50
141..FN- 10.25
141..VG+ 9.00
142..VG 7.90
142..VG+ 9 00
142..VG- 6.60
143-144..VG+ 9.00
145..FN- 10 25
145..VFN+ (CGC Graded Copy) 30.00
145..FN+ 14.50
145..VG+ 8 00
146..VG- 6.60
147..FN+ 11 25
147..FN 13.00
147..FN- 10.25
148..FAIR 3.50
148..VFN- 31 00
148..VG- 12 00
149..FN 11 75
149..FN+ 11.25
149..FN+ 14 50
149..VFN- 17 00
150..VFN- 18.50
150..FN+ 15.75
150..FN 12 75
150..VG 8.70
151..FN- (1st Steranko) 19.00
151..VG (1st Steranko) 14 50
152..FN- 12.25
152..VFN 23 25
153..FAIR 2.25
153..FN- 12 25
153..VG- 5 40
153..VG- 7.80
154..FN+ 17.00
154..FN- 12.25
155..VFN 23.25
155..VFN- 20.00
155..VG+ 10.50
156..VG 9 40
157..VFN- 20 00
157..VG 9 40
157..VG+ 10 50
158..VFN- 20.00
158..VG+ 10.50
159..FN+ 19.75
159..VFN 27.00
160..VG+ 9.75
161..FN+ 15.75
161..VG+ 9 75
162..VG+ 9 75
162..FN 12.75
162..FN- 11.25
163..FN+ 14.50
163-164..VFN 19 75
164..VFN- 17 00
164..VG+ 9.00
165..FN 11.75
165..VFN- 17.00
166..FN+ 14.50
166..VG+ 9.00
167..FN 17.00
167..VG+ 13 00
167..FN- 15 00
167..VG 11.50
168..VG+ 9.00
176..FN- 1.30
176..VFN 3.35
177..VFN- 3.15
178..FN (Warlock begins) 4.50
178..VFN- (Warlock begins) 5.20
178..VG+ 3.00
179..VFN- 2 60
179..VG+ 1.75
179..VG+ 3.20
179..FN- 1.75
179..VFN 2 80
179..VFN- 6 00
180..FN 2.10
180..VFN 2.80
180..VFN- 6 00
180..VG 1 20
181..FN+ 5 20
181..VG+ 1.75
182..NM 3.50
183..VFN 2.60
184..VFN- 2.45
185..VFN+ 2.80
186-187..NM 3.50

Strange Tales (Vol 2)
(1987-1988 2nd Series)
2..NM 1.50
3..VFN 0 60
3..NM 0 75
4-10..NM 0 75
13-14..NM 0 75
16-19..NM 0 75

Strange Tales (Vol 3)
(1998 3rd Series)
2..NM 3 95

Strange Tales: Dark Corners
(1998 One Shot)
1..NM 3.50

Strikeforce: Morituri
(1986-1989)
5-6, 9, 11-12..NM 1.25
14-15, 17-18..NM 1.25
20..NM 1.25
22-25..NM 1 50

Sub-Mariner
(1968-1974)
1..FN+ 67.00
3..FN- 13.25
4..FN+ 18 50
5..FN 15 00
9..FN 11 75
10..VFN 9 00
10..VG+ 5 00
12..FN- 7 60
13..VG+ 6 60
13..FN 6 00
13..FN- 7.60
15..FN 8.60
17..VG+ 5.60
18..FN 8.40
18..FN+ 4.50
19..VFN 10.50
19..VG 4 90
21..VG 3 15
24..FN+ 5 80
25..FN+ 3.25
25..VG+ 3.60
26..FN 5 40
26..G+ 2 25
27..VG 3 15
28..VG+ 3 60
28..VG+ 1.60
28..VFN- 6 30
29..VG+ 3 60
29..FN- 4.50
30..FN+ 5.80
30..FN- 4.50
32..FN- 4 50
34..VG+ 13 00
35..FN+ 14 50
36..VFN- 9.75
36..VG 4.90
37..FN 5 40
37..FN+ 5.80
39..FN+ 5 80
41..FN 5.40
41-42..VFN- 6 30
42..VG+ 3.60
43..VG- 3 60
45..VG+ 4.00
46..NM 5.00
47..VFN 3.75
48..VG+ 2.00
51-52..NM 6.00
54..FN+ 3 90
55-56..FN- 3 00
58..VFN 4 50
59..NM 10.00
60..VFN- 4.20
61..VFN- 4.80
62..VFN 4 50
63..FN- 3.60
65..VG+ 2 40
66..VFN 4 50
69..VG+ 3 20

Sub-Mariner, The Saga of the
(1988-1989 12 Issue Ltd)
1-6..NM 1.00

Tales of Asgard (Vol 1)
(1968 One Shot)
1..VFN- 17.50

Tales of Suspense (One Shot)
(1995 One Shot)
1..NM 4.50

Tales of Suspense (Vol 1)
(1st Series 1959-1968)
37..VG+ 40 50
41..G 67 50
42..FN- 81 00
44..VG- 50.00
45..VG- 46 75
48..FN- 67 50
58..FN- 62 00
60..VG 22 00
61..VG- 15 50
64..VFN- 52 50
64..VG 18.75
65..VFN 72.00
69..VG+ 10 50
70..VG+ 13 00
71..VG- 8.40
73..VG+ 11 50
73..VG 7.60
74..VG+ 11.50
74..VFN+ 28.25
74..FN+ 18.50
75..FN 15.00
75..FN 16 25
75..VG+ 11 50
75..VG- 8.40
76..FN+ 18 50
76..FN- 11 25
76..G+ 4 25
76..VG 6 50
76..VG 9 00
77..VG- 8 40
78..G- 3 85
79..FN 21.50
81..FN 15 00
82..FN- 13 25
82..VFN- 21 50
83..VG+ 11.50
83..VG- 5.70
85..FN+ 18 50
85..VG 10 00
86..FN- 13 25
86..VFN 25.00
87..VG+ 7.00
87..VFN+ 28.25
87..VFN- 21 50
87..VG 10.00
88..FN- 13.25
89..FN 15 00
89..VG+ 5 70
89..VG+ 7.00
90..VFN 25.00
90..VG 6.10
91..FN 15.00
91..FN- 13.25
91..VG 5.00
91..VG+ 5 70
91..VG- 11.50
92..FN 7 50
92..FN+ 18.50
93..FN- 13.25
93..VFN 25.00
94..VG+ 11.50
96-97..FN- 13 25
98..FN+ 18 50
98..VFN- 21.50

Tales to Astonish (Vol 1)
(1st Series 1959-1968)
36..VG 120.00
37..VG+ 99.00
41..G- 19.25
41..VG 56 50
42..FN- 74 00
44..VG (1st Wasp) 70.00
49..VG+ 46 00
52..VG- 18 75
53..FN+ 38.25
53..FN 30.25
54..FN+ 26.50
56..VFN 36 00
58..FN+ 26 50
60..G+ (Incredible Hulk Begins) 22.75
64..VG 12.25
65..VG 13 00
66..FN- 15.00
66..VG+ 18 00
66..VG- 13 00
67..VFN- 34.00
67..VG+ 18.00
68..VG+ 18.00
68..VFN+ 44.50
69..FN 23.50
69..VG 10.00
70..FN 28 50
70..G+ 8 50
71..FN 15 00
71..FN- 13.25
71..VFN 25.00
71..VG 10.00
71..VG+ 11.50
72..FN- 9 50
72..VFN- 21 50
73..VFN 25.00
73..VFN+ 28.25
73..VG 7.20
73..FN- 13 25
74..FN+ 18.50
74..FN- 9.50
75..FN 10.75
75..FN- 13.25
75..VG 10.00
76-77..FN 15 00
78..VG 6.50
78..VG+ 11.50
78..VG+ 7.40
78..FN+ 11 75
78..VG+ 11.25
79..FN+ 16 25
79..VFN- 21 50
80..FN+ 16 25
80..VFN- 21 50
81..VFN+ 28 25
81..VG 10 00
82..FN+ 23 75
83..VFN- 21.50
83..VG 7.00
83..VG+ 11.50
83..FN+ 18.50
83..FN- 13.25
83..VFN+ 28.25
84..VFN- 21.50
84..VG+ 11.50
85..VFN- 21 50
86..FN 15 00
86..FN+ 14.50
87..FN- 13.25
87..G+ 5 00
87..VG+ 11 50
88..VG+ 6 60
88..VG 10.00
88..VFN- 21.50
88..FN 15 00
89..G 5 20
89..VFN- 21 50
89..VG+ 6.60
89..FN 12 00
90..G+ (1st Abomination) 5.30
90..VG- (1st Abomination) 6 70
91..G+ 5 00
91..VFN 25.00
91..VFN- 21.50
91..VG 5.80
92..VFN- 17.50
92..VG 7.20
94..VFN+ 28 25
94..VG- 8 40
94..VG+ 11.50
95..FN 15.00
95..FN+ 11.25
95..FN+ 18.50
95..FN- 13.25
95..VG+ 7.00
95..VG- 4 20
96..VFN 25.00
96..VG 10 00
96..VG+ 11.50
97..VFN 25.00
97..VFN- 21.50
97..FN 9.00
97..VG+ 8.40
98..FN 9 00
98..FN+ 11 00
98..FN+ 18.50
98..FN- 10.50
98..VG+ 11.50
99..NM- 31.50
99..VFN+ 28.25
99..VFN- 21.50
99..VG 10.00
100..VFN+ 36 25
100..VFN- 27 75
101..VFN+ 44.50
101..NM- 49.50
101..FN- 20.75
101..VFN- 34 00

Thor (Vol 1)
(1st Series 1963-1996)
126..VFN- 67 50
127..FN+ 24 00
127..VFN 34.50
128..VG 12.50
128..VG+ 14.50
129..VFN- 29 50
129..VG+ 14 50
130..VG 12.50
130..FN+ 24.00
130..FN- 16.50
130..VFN- 29.50
131..FN 14.75
131..VFN- 26.50
131..VG+ 13.00
132..G+ 7.60
132..NM- 40.50
132..VFN+ 35 50
132..VFN- 26.50
132..VG+ 13 00
133..FN 17.00
133..VG- 9.40
134..FN (1st High Evolutionary) 19 00
134..VFN (1st High Evolutionary) 29.50
134..VG (1st High Evolutionary) 12.50
135..FN- 14.75
135..G 5.80
136..FN- 14 75
136..NM- 40.50
137..VFN- 26.50
137..VG+ 13.00
138..FN+ 21 50
138..FN- 14 75
138..VG 11.25
138..VG+ 13.00
139..VG- 9 40
139..G+ 7 60
139..FN- 14.75
140..VFN 31.00
140..VG+ 13.00
140..FN+ 21.50
141..FN 17.00
141..FN- 15 00
141..VFN 28 75
141..VFN+ 32 25
141..VFN- 24.75
142..FN+ 21 00
142..VFN- 24 75
142..VG 11 50
143..VG+ 13.00
143..FN- 15.00
144..G+ 7.60
144..VFN- 24.75
145..FN+ 21.00
145..FN- 15.00
145..VG+ 13 00
146..FN+ 21.00
146..VG 11.50
147..FN 17.00
147..VFN- 24 75
148..FN+ (1st Wrecker) 21.00
148..VFN+ (1st Wrecker) 32.25
148..VG (1st Wrecker) 11 50
149..FN+ 21.00
149..VFN- 24 75
149..NM- 36.00
149..VFN 28 75
150..FN+ 21.00
150..FN- 15.00
150..VFN- 24.75
150..VG 11.50
150..VG+ 13.00
150..G+ (1st Abomination). 5.30
151..FN- 11.25
151..VFN- 18.50
152..VFN 21.50
152..VG 8.70
153..VFN+ 24.25
153..VFN 21 50
154..VFN+ 24 25
154..FN+ 15 75
154..FN- 11.25
155..FN+ 15.75
155..VFN+ 24.25
155..VG+ 9 75
156..FN 12 75
156..FN+ 15 75
156..VFN 21 50
156..VG 8 70
157..VG 8 70
157..FN 12.75
157..VFN 21.50
158..VG+ 17.25
158..VFN+ 47.25
158..FN 22 75
159..FN+ 14 25
160..G 4 50
160..VFN 21.50
161..VFN- 15.50
162..VG+ 11.50
164..VFN 18 00
165..NM (1st full Him/Warlock) 50.00
166..FN+ (2nd full Him/Warlock) 19 00
166..G+ (2nd full Him/Warlock) 6.80
166..VFN (2nd full Him/Warlock) 27 50
167..VFN 18.00
167..VG+ 8 20
167..VFN- 15 50
167..VG 7 20
168..FN- 13.25
168..VFN 25.00
168..VFN- 21.50
169..VFN+ 28.25
169..VG+ 11 50
170..FN+ 13.25
170..FN- 9.50
170..VG+ 8 20
171..VFN- 15 50
171..VG+ 8.20
172..FN+ 5.80
172..VFN 18.00
172..FN+ 7 70
173..FN+ 13 25
173..VFN- 6 80
173..VFN 15.50
174..FN 10.75
174..FN+ 7.00
174-175..FN+ 13.25
176..VFN+ 20.25
176..VG+ 8 20
177..VFN+ 20 25
177..VFN- 15.50
178..FN 10 75
178..FN+ 13 25
178..VFN 15.50
179..FN+ 13.25
179..NM 25.00
180..FN+ 15.75
180..VFN- 18 50
181..VFN 21.50
181..VG+ 9.75
182..VFN 10.75
182..VFN- 9 30
183-184..FN+ 7.90
185..VFN 10.75
186..VFN+ 12.00
187..VFN 10.75
187-188..VFN- 9.30
189..VFN+ 12 00
190..VFN- 9 30
190..VG 4.35
191..FN 6.40
191..VFN 10.75
191..VG 4.35
192..VG+ 4.90
193..VFN+ 31 50
194..VFN 9 00
194..VFN- 8 40
195..VFN 9.00
196..VFN+ 9.50
197-198..FN+ 7 80
199..VFN- 8.40
200..VFN- 17.50
201..VFN+ 5.20
202..VFN- 4.50
203..FN 3.90
203..FN+ 4.20
204..FN 3.90
204..FN+ 4.20
205-206..VFN+ 5 20
206..VFN- 4.50
207..VG 2.25
207..FN- 3 25
207..VFN 4 80
208..VG 2 25
208..VFN- 3 15
208..VFN+ 5.20
208..NM 4 50
209..NM- 5 80

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209..VG+ 2.60
210..VFN..... .....4.80
211..FN-..... .....3.25
211. G+.... ..... 1 60
211 .VFN-.. .... .. 4 50
212 .VFN- 2 45
212 VFN- 4.50
212 .VFN+..... 2.80
212 VFN.... . 4.80
212..NM 3.50
213 NM 6 50
213..VFN. 4.80
213..VFN+ 2.80
213. NM 3.50
214..FN..... .....2.10
214..VFN+..... .....5.20
214 .VG+ 1.40
215 .VFN 4.80
216 .NM 6.50
217..VFN..... . 4.80
218..VFN..... .. 4 80
218..NM 6 50
219..VFN- . 4.50
219. VFN+. 5.20
220 FN.... .....2.25
220. FN+..... .....4 20
220..FN-..... .. 3 25
220..NM 3.50
221..FN+..... .....4.20
221..NM 3.50
222 .FN.. .....6.00
222 VFN- 7.00
223..NM 10.00
224..VFN-.... .. 14.00
225..VFN+
(1st Firelord) 16.00
226 .NM 3.50
226. VFN+ 4.00
227. VFN-..... 2 45
228..NM 2 50
232..VFN.. . . 2 60
235. VFN+ 2.80
238. NM 3.50
239..VFN+..... 2 80
240..VFN-..... .....2.45
241..VFN..... .....2.60
241..VFN+..... .....2.80
242..VFN+..... .....1.80
242..VG+ 1.40
243..FN-..... .....1.75
244..VG+ 1.40
244 .NM 3.50
246..VG 1.05
247..FN-..... ..... 1 50
248..NM . . 3.00
248 .VFN- 1.40
248 VG 1.05
249. NM 3 00
249..NM-..... 2 70
249..VG+ 1.20
250. NM 3.00
251. "N 1.80
252. NM 1.50
254..NM 1 50
254..VFN.... . . . .1.10
256. VFN.... .....1.20
259 NM 1.50
259..VFN..... .....1.20
260-262..NM 1.50
263..VFN-.... . . .1.10
267. NM 1.50
267 .VFN+..... .....1.35
267..VFN-..... .....1.10
268..NM 1.50
268..VFN+..... .....1.20
268..VFN+..... .....1.35
269. NM 1.50
270..VFN+..... .....1.20
271..NM 1.50
273..FN+..... .....0.95
273-274 NM..... .....1.50
274 VFN+. 1.20
274 .VFN+..... .....1.35
274..VFN-..... .....1.05
275..NM 1.50
277 .VFN 1.10
279-280. NM.... . . 1.50
282 NM 1.50
285. NM-..... .....1.35
285..VG+ 0.60
285..NM 1.50
286-287. NM. 1.50
286 .FN 0.90
287. VFN-..... .....1.10
290..NM 1.50
300..VFN+..... 8 00
302..NM 1 50*
303..VFN..... . . 0 90
303..VFN+ 1.10
308 FN+..... . . .0.80
308. VFN..... .....0.90
309-310 .NM.....1.25
310..VFN-..... .....0.85
311. FN+..... .....0.80
311-313 .NM.....1.25
313 .VFN-..... .....0.85
314 .NM 1.25
314 .VFN-..... .....0.85
315..NM 1.25
315 .VFN-..... .....0.85
316-317..NM..... .....1.25
318 .FN+..... .....0.80
318 .VFN..... .....0.90
318 VFN-..... .....0.85
319-320..NM..... .....1.25
320 VFN. 1.00
321 NM 1.25
322 FN 0.75
323..NM 1.25

323 .VFN. 1 00
324 .NM 1 25
324..VFN-..... .. 1 50
325-326..NM.... ....1.25
329. NM 1.25
330. NM 2.00
331..NM 1.25
332..NM 2.00
333-335..NM 1 25
335. VFN+ 1.00
336..NM 1 25
338. NM 2 00
339-340..NM 1 50
341-342 .NM. . . 1 25
343 .FN-..... . . .. 0.60
343-344 NM..... .....1.25
344 VFN-..... .....0.85
345 NM 1.25
347..VFN..... .....0.90
348..NM 1.25
357..NM 1.25
363..NM 1.25
365..VFN- 0.85
366. NM 1 25
368. VFN 1.00
368 NM 1.25
369-372..NM..... .....1.25
373..NM 2 50
374..NM 4 00
375-378 .NM 1 00
384..NM 1.00
384..VFN..... . . .0.75
386..NM 1.00
386..VFN-..... . . .0 70
387 .FN 0.60
387-389 NM..... .....1.00
390. NM 2.00
391 NM 1.00
391 VFN..... .....0.75
392..NM 1.00
393-398..NM . . . 1.00
393..FN+ 0.65
398..VFN-.. .....0.70
399..NM 1 00
400..NM 3 50
401..NM 1.00
402-405 .NM.. . .....0.75
405 .VFN..... .....0 55
406-409..NM..... .....0.75
411..NM
(1st New Warriors) 3.50
412..NM
(1st Full New Warriors)
....5.00
413-422. NM.....0.75
422 .VFN- 0.50
423 NM 0.75
423. VFN..... .....0.55
424..NM 0.75
424..VFN.. . . . .0.55
425-426..NM . . . 0.75
426..VFN. 0.55
429. NM 1.50
430..NM 0 75
432-433..NM. 2 75
434..VFN-.... . . 0.50
435..VFN+..... .....0.65
435..VFN-..... .....0.50
436-437..NM..... 0 75
437..VFN-.... . 0.50
438-439 NM.... . . .0.75
439 .VFN-..... .....0.50
440-441..NM..... 1 25
441..VFN..... . 0 90
442-444 NM.. . . .0.75
444. VFN-..... .....0.50
445-446 NM.....1.25
447-449 .NM.....0 75
450..NM 2.50
451-453..NM..... .....1.00
453..VFN..... .....0.80
454-467..NM..... .....1.00
468-469. NM.....1.50
470..NM 2.50
472..NM 1.50
473-474..NM.....2.50
476..NM 2.00
477 .NM 2.50
478-481..NM.....2.00
482..NM 3.00
483-488..NM.....2 00
489..NM 3.00
490..NM 2.50
491-494..NM..... . 3 00
495-496..NM. 2.00
497..NM 2.50
498-499..NM 3.50
500..NM 6 50
501..NM 4.50
502..NM 3.00

Thor (Vol 2)
(2nd Series 1998-present)
1. NM..... 3.50
1..NM
(Variant Cover) 5.95
2-7..NM..... 3 00
8-11..NM 2.50
12..NM..... .....4.00
13. NM..... .....2.50
14-16 NM..... 2.00
19. NM 1.75
19-21 NM 2.00
23 .NM 2.00
24 NM 3.00
25. NM 4.50
26-31. NM 2.00
32 .NM 4.00
33..NM 2.50
34..NM 2.00

36 .NM.. ....2.00
38-40 .NM 2.00
43-46 .NM 2.00
48 .NM 2.00
53-54. NM 2.50

Thor Annual
(1966-1994)
2 .FAIR..... .....3 85
2 VFN-..... .....34 00
3 VFN-..... .....11 50
3 NM- 14 75
4 .VG+ 5 00
4..FN+ 8 10
5..VFN 6.00
5..VFN+.. .. 6.40
5. VFN-.. . . ...3.75
6 NM..... .....8.00
6. NM- 7.20
23. VG- . 29 00
23..VFN+ .79.00
23..VG+ 16.50
24..FN-..... .....33 00
24..NM- 90.00
25 .VFN..... .....69.00
25 .VG+ 29.00
26 VFN+.. ....79.00
26 .VG+ 16.50
27..FN- 33.00
27..NM- 90.00
28..VFN-
(1st Banshee). . . . 82 50
28 VG
(1st Banshee) 35.00
29..VFN+ . . .79.00
29..VG 11.50
29..VG+ 29 00
30..FN-.... . 33 00
30..VG ..... .25 00
30 .VG- 9.50
31..FN+..... .....36.00
32-33..FN 28 50
33. VFN-..... .....44.25
34 .FN-..... .....36 00
34 VG+... ....21.75
35 FN+..... .....50.00
35..VG+ 30.25
36..VG+ 21.75
37-38 FN 28.50
38-39 VFN+. 59.00
39..VG+ 21.75
40..FN-..... . . 24.75
40..VFN+ 59.00
41..VFN- . . .38.25
42..VFN+.. ....51.00
42..VG+ 18 75
43..VFN+..... 51 00
44..VFN- . 38.25
45..VFN+ . 51.00
46..VFN. 44.75
46-47..VFN+ 51.00
48..VFN+..... .....38.25
49..FN+ 31 00
51..VFN+..... 55 00
53..VFN..... ..... 48.25
54 .VG+ 20.25
55..VFN..... .....48.25
57..VFN-..... .....35 25
58..VFN-..... .....50.00
60 .FN-..... .....28.75
60 NM. 60.00
61-62 .VFN- 35.25
63..FN+ 28.75
65 .FN 22.75
67 NM 40.00
68. FN+..... .....21.00
69..VFN+..... . .. 32.25
70..VFN..... . . ...28.75
71..NM- 29.25
72. VFN- 24.75
73-74..VFN 23.25
75..VFN- 20 00
76..FN+..... 17 00
77..FN- 12.25
78-79..NM- . . 29.25
80..FN+ 17.00
81-82..VFN- 20.00
83..VFN+..... 26 25
84-85 .NM- . . 29 25
86 .VFN-..... . 20.00
86 .VG 7.90
87 .FN+..... .....17.00
88 .VFN-..... .....20.00
89..NM..... 32 50
90..FN-..... 12 25
91..VFN-.... .....20.00
92-93 VFN 23.25
95 VFN-..... .....88.50
96 VFN+..... .....71.00
96 .VG+ 17.25
97..NM..... .....90 00
97..NM- 81 00
98..NM- 72 00
98..VFN-..... .....35.25
98..FN-..... . . . .26 25
99..VG 20.00
99..NM. 80.00
100..FN 32.25
100..VFN 58.50
101 .NM 80 00
102 .VFN 54 00
103 NM 75.00
104..VFN 54.00
105 VFN+ 60.50
106 .NM- 67 50
107..VFN- 46.50
108..VFN- 52 50
108..NM 75.00
110..VG 12 25
110. NM 42 50
110 VFN-. 26 25

10. VG+... ....69.00
11..FN- 64 50
12. VG 60.00
13. VG 48.00
14 .FN-. 64.50
15. VG 34.75
15 .VFN.. .. .. .. 140.00
16 FN..... ..... 37.50
17..FN-..... .....33.75
18..VFN..... .....75.00
18..VG 22.00
19..FN+ 50.00
19..VG 25.00
20 .FN+ . .. 50 00
21. NM- 90 00
22. VG- 29 00
22. FN- 19 00
22..NM- 90 00
23. VG- . 29 00
23..VFN+ .79.00
23..VG+ 16.50
24..FN-..... .....33 00
24..NM- 90.00
25 .VFN..... .....69.00
25 .VG+ 29.00
26 VFN+.. ....79.00
26 .VG+ 16.50
27..FN- 33.00
27..NM- 90.00
28..VFN-
(1st Banshee). . . . 82 50
28 VG
(1st Banshee) 35.00
29..VFN+ . . .79.00
29..VG 11.50
29..VG+ 29 00
30..FN-.... . 33 00
30..VG ..... .25 00
30 .VG- 9.50
31..FN+..... .....36.00
32-33..FN 28 50
33. VFN-..... .....44.25
34 .FN-..... .....36 00
34 VG+... ....21.75
35 FN+..... .....50.00
35..VG+ 30.25
36..VG+ 21.75
37-38 FN 28.50
38-39 VFN+. 59.00
39..VG+ 21.75
40..FN-..... . . 24.75
40..VFN+ 59.00
41..VFN- . . .38.25
42..VFN+.. ....51.00
42..VG+ 18 75
43..VFN+..... 51 00
44..VFN- . 38.25
45..VFN+ . 51.00
46..VFN. 44.75
46-47..VFN+ 51.00
48..VFN+..... .....38.25
49..FN+ 31 00
51..VFN+..... 55 00
53..VFN..... ..... 48.25
54 .VG+ 20.25
55..VFN..... .....48.25
57..VFN-..... .....35 25
58..VFN-..... .....50.00
60 .FN-..... .....28.75
60 NM. 60.00
61-62 .VFN- 35.25
63..FN+ 28.75
65 .FN 22.75
67 NM 40.00
68. FN+..... .....21.00
69..VFN+..... . .. 32.25
70..VFN..... . . ...28.75
71..NM- 29.25
72. VFN- 24.75
73-74..VFN 23.25
75..VFN- 20 00
76..FN+..... 17 00
77..FN- 12.25
78-79..NM- . . 29.25
80..FN+ 17.00
81-82..VFN- 20.00
83..VFN+..... 26 25
84-85 .NM- . . 29 25
86 .VFN-..... . 20.00
86 .VG 7.90
87 .FN+..... .....17.00
88 .VFN-..... .....20.00
89..NM..... 32 50
90..FN-..... 12 25
91..VFN-.... .....20.00
92-93 VFN 23.25
95 VFN-..... .....88.50
96 VFN+..... .....71.00
96 .VG+ 17.25
97..NM..... .....90 00
97..NM- 81 00
98..NM- 72 00
98..VFN-..... .....35.25
98..FN-..... . . . .26 25
99..VG 20.00
99..NM. 80.00
100..FN 32.25
100..VFN 58.50
101 .NM 80 00
102 .VFN 54 00
103 NM 75.00
104..VFN 54.00
105 VFN+ 60.50
106 .NM- 67 50
107..VFN- 46.50
108..VFN- 52 50
108..NM 75.00
110..VG 12 25
110. NM 42 50
110 VFN-. 26 25

111. FN+..... 22.50
111 G+ 8.00
111..NM-..... .....38 25
111 .VFN+ 28.25
111 .VG-... ..10.00
112 FN+ 21.00
112 .VFN+ . 24.25
112 VFN- 24.75
113 NM 40.00
113 VFN 28.75
114 FN 17.00
114 VFN-..... 24.75
114 VFN 21.50
114 NM 40.00
114 .NM- 27.00
115..FN+..... . 21 00
115..NM-. 36 00
115. VFN+.. 24 25
115. VFN+ 32.25
116. VG 8 70
116 .FN+.. . . ...21.00
116 .NM- 36.00
116..VFN..... .....28.75
117 VFN-..... 24.75
117. VFN..... 28 75
117 .NM . 30 00
117..NM 40 00
118 G 6 00
118 NM 30.00
118 NM 40.00
118. VFN+..... .....32.25
118..VFN-..... .....24.75
119. NM 40.00
119. VFN 28.75
119 VFN+..... .....32.25
120. FN+
(1st Alpha Flight) 31.75
120..NM-
(1st Alpha Flight) 54.00
120..VFN-
(1st Alpha Flight) 37.00
121..NM-..... .....72.00
122..NM 30.00
123..G+ 5 70
123..NM 30.00
123..NM- 27.00
123..VFN+..... 24 25
123..FN... . . . 12 75
124..FN+ 15 75
124 .G-. 5.70
124 NM 30.00
124..VFN.. ..... 15 75
124..VFN- 24.25
124 VG 8.70
125..FN+..... .....15.75
125..VFN+..... .....17.75
125..NM 30.00
125..G+ 5.70
126..NM 30.00
126..NM-..... .....27.00
126..VFN+..... .....17.75
126..VFN+..... .....24.25
127..NM 30 00
127..VFN.... .....21.50
127 .VFN+ 24.25
127..VG+..... .....9.75
128..VFN+ 24 25
128..VFN-. ..18 50
128..VFN+ 17.75
128 .FN-. 11.25
129..NM 35.00
129..NM-..... .....31 50
129..VFN. 25 00
129 VFN- 18.50
129 FN+ 18.50
130 NM 27.50
130..NM 35.00
130..NM- 31.50
130 VFN 25.00
130 VFN- 28.25
131 NM 27.50
131..VFN-..... .....12.25
131..VFN+..... .....22.25
131..VFN..... .....14.25
132..FN-..... . . 10.25
132. NM 20.00
132 NM 27.50
132..NM- 24 75
132..VFN..... . . 19 75
132..VFN+.... 16 00
133..VFN+. 16.00
133 .VFN-. 17.00
133 .VFN 19.75
133..NM- 24 75
133..NM.. . . . 27 50
134. NM 20 00
134..NM 27 50
134 .VFN 19.75
134 VFN+..... .....22.25
134 FN+..... .....14.50
135..FN..... .....10.50
135 .FN..... .....11.75
135..NM 27.50
135..VFN+.. . ....22.25
135..VFN- 12.25
136..VFN+ 22.25
136..VFN- 17.00
136..NM 27.50
136 .VFN 13.00
137..NM 40.00
138..FN+ 14 50
138. NM 27.50
138 .NM- 24.75
138..VFN+..... . . 18.00
139..FN..... . . 13.75
139..NM- 32.00
139..NM-..... 28.75
139..VFN+..... .....25 75
139..VFN-..... .....19 75
140 NM-.. . .....27.00

140..VFN+.... ....24.25
140. VFN. 17.25
140 .FN-. 11.25
140 VFN+ 19.25
141 FN 13.75
141 FN-... .....12.00
142 VFN 27.00
142 VFN+ 18 00
143 NM..... .....15.00
143 NM 17 50
143. VFN+... ....14 00
144 NM 10 00
144. VFN-... ....7 00
145. NM 6 50
146 NM 5 00
146. VFN+.. ....5 20
146..NM-.... .....5 80
147..NM 6 50
148..FN+..... .... 4 20
148..NM 5.00
148..NM- 6.50
148..NM-.. . .....5.80
148 .VFN+... .....5.20
148 VFN- 4.50
149..MINT 7.50
149..NM 6.50
149..VFN+ 5.20
150..VFN- 5.60
151 VFN- 3.15
151 NM 4.50
151. VFN-.....3.60
152 FN+ 2.90
152..NM 4 50
153..NM .. . 3 00
153. VG 1.05
154. NM 3.00
154. VFN.....2.25
155..VFN+..... 2 40
156..NM 3 00
156 .VFN+. 2 40
157 .NM 4.00
160 .FN+.....2.60
160..NM 4.00
161..FN+ 2.60
161 .NM 4.00
161 .VFN- 2.80
162 .NM 4.00
163..NM 5.00
165..FN-... .... . 2.25
165. NM 4.50
166 NM 6.50
166 .VG 2 25
167-169..NM.... 4 50
170..NM 4 50
170. FN+..... ....2.90
171. FN.....3.30
172..VG 1.90
172..NM 5 50
173..NM 5.50
174. FN 2.40
174. NM 4.00
175. NM 5.50
177..VG 1.20
178..VFN- 2.45
180..FN+ 2.25
182..VG+ 1.40
186..NM 5.00
187..NM 3.00
188..FN 2.40
188-189 NM.....4.00
189 VFN-.....2.80
190..FN+.....2.60
190..VG+ 1.60
191..VFN- 2.80
192 .NM 4.00
192 VFN-.....2.80
193..NM 5.00
193..VFN..... 3 75
194..FN+ 1.60
194..VFN-... . ...2.00
195 FN 1.80
196 FN..... .....3.00
197. VFN-..... . 2 80
199..VFN+.... 3 20
200..NM 15 00
201..VFN+.... ....10.00
202 NM 6.00
203..NM 4.00
203..VFN.... . ....3.00
206..NM 3.00
210..FN-... * 5.00
210..NM 10 00
210..VG+.....4.00
211..VFN.....8.20
211..VG+.....4.40
211..NM 11.00
211..NM- 9.75
212 .FN+ 6.50
212 .VFN+ 8.00
213 .NM 11.00
213 VFN 8 20
214 FN+ 1 95
214 .NM 3.00
214 .VFN-..... .2 10
215 FN+ 1 60
215 NM 2.50
215 VFN-..... 1 75
216 VFN-..... .....1.40
216..NM 2.00
217 NM 2.00
218..FN-..... . . .1 00
219..FN+ 1.30
219-220..NM. 2.00
221..VFN... .....2 60
222..VFN.. .....3.35
223 .FN+... . . ..1 30
223..NM 2.00
223. NM-. 1.80
224..FN+.. .....1.75
224 NM 2.75

224 .VFN+..... .....2.20
225..NM 4.50
226..NM 5.00
227..NM 3.75
227..VFN- 2.60
228..NM 2.25
228..NM 3 00
228..VFN..... .. 2.25
229..FN+..... .....1.95
229 .VFN-. 2.10
230..NM 2.25
230 .VFN... 1.65
230..VFN+..... 1 80
230..VFN-..... .....1.55
231..NM 2.25
232..NM 2.25
232..VFN+..... . 2 00
232..FN. 1.35
233..FN.....2.10
234..VFN+..... .....3.60
235 .NM 2.00
236..NM 3.00
237..NM 2.25
237-238..NM.....3.00
238. VFN 2.25
239..VFN- 2.10
240 NM 3.00
241..NM 2.25
242..VFN- 2.80
243..NM 2.25
244..NM 4.50
245..NM 2.25
246..NM 1.75
246..NM 2.25
247..FN+..... . 1 10
247..NM 1.75
248..FN+.. .....3.90
248..NM 6.00
248..VFN..... .4 50
248..VFN-..... .4.20
248 VG+..... .2.40
249 .NM 1.75
249 .VFN-..... .....1.20
250..NM 1.75
250..VFN-..... .....1.20
251-252 NM..... 3 50
252 VFN-..... .2 45
253 NM 2 25
254-255..NM.....3.50
255..VFN- 2.45
256-257..NM.....8.00
257..VFN.....6.00
259..FN+..... .....1.45
259..NM 2.25
259..VFN. 1.65
260..NM 2.25
260..VFN-..... .....1.55
262..NM 1.75
262..VFN.....1.30
263..FN+.... .....1.10
263-265 NM 1.75
265 VFN+..... .....1.40
265..VFN-..... .....1.20
267..NM- 4.90
267. VFN+..... . 4.40
269 NM 7.00
270. NM 4.50
270..VFN+..... .....3.60
271..FN+..... .....2.25
271-272..NM.... .....3.50
272..VFN- 2.45
273 NM 3.50
275-276..NM.....3.50
275..FN+..... .....2.25
276..VFN-..... .....2.45
277..VFN.. .....2.25
277..VFN- 2.10
278..NM 2.00
278..NM 3.00
278..VFN..... .....2.25
278..VFN-..... .....2.10
279..VFN 1.30
279 .VFN-..... .....1.30
279 .VFN-..... .....2.10
279 VFN 1.40
279..NM 1.75
279..FN+..... .....1.20
279..VFN-..... .....1.20
279..NM 3.00
280..NM 3.00
281..NM 2.75
282 .NM 3 75
282..VFN-..... .....2.60
283..NM 3 75
284..NM 1.50
285-291..NM..... .....1.25
291..VFN 0.90
292..NM- 1.10
292..NM 1.25
293..NM 1.25
294..NM 3.50
295-296..NM..... .....2.50
297..NM 1.25
297..VFN+..... .....1.00
297..VFN-..... .....0.85
298..NM 1.25
299..FN+..... .....1.10
299..NM 1.75
300 .FN-..... .....3.25
300..NM 6.50
301 .NM 2.00
302 .NM-..... .....1.55
302..NM 1.75
303..NM 2.50
304..NM 6.50
304..VFN 4 80
305-308. NM..... .....1.75
308. VFN-..... .....1 20
309 NM 1.75
310 NM 3 00

311..NM 1.75
312 .NM 3.00
313 .NM 1.75
313. NM 2.50
314. NM 2.50
314. NM 1.75
315. NM 1.75
315-316. NM. 2.50
316. NM
(Deluxe Edition) 3.50
317..NM 2.50
317..NM
(Holographics cover)3.50
318..FN-..... .....0 85
318 .NM 2 50
319 .NM 1.75
319..NM 2 50
319..NM- 2.25
319 .VFN-..... .....1.20
320 .NM 2.50
320..NM- 2.25
321..NM 2.25
321..VFN..... 1.65
322-323..NM.....3.00
324..NM 2.25
325. NM 6.50
326-328..NM . . 3.50
329-333..NM.....2.50
334..NM 3.50
336. NM 5.00
339..NM 4.00
340..NM 3.00
341..NM 3.50
343..NM 2.50
346..NM 3.00
346..NM-..... .....2.70
347..NM 3.00
349..NM 2.50
352-353..NM.....2.50
359..NM 2.50
360..NM 5.50
367..NM 2.50
374..NM 2.50
379..VFN+..... .....2.00
383..NM 5.50
386. NM 2.50
389. NM 2.50
391..NM 3.50
397-399..NM.....2.50
399..NM- 2.25
400..NM 6.50
401-406..NM.... .....2.50
410..NM 2.50
418..NM 2.50

Uncanny X-Men & The New Teen Titans
(1982 One Shot)
1..NM.....15.00
1..VFN.....11.25

Uncanny X-Men Annual
(1963-present)
1..NM- 58.50
2..VG+ 13.00
3..VFN-..... .....14 00
3..NM- 16.00
3 VFN+..... .....14.25
4 .VFN-..... .....8.70
4 .VFN+..... .....10.00
4..FN+..... .....8.10
4..VFN 9.30
5..NM..... .....5.00
5..NM- 4.50
5..VFN 3.75
5..VFN+..... .....4.00
6..NM..... .....5.00
6..VFN 3.75
6..VFN+..... 4 00
6..VFN-..... .....3.50
7..NM 3.50
8..NM..... .....5.50
9..NM..... . .....10.00
10..NM..... .....5.50
10..VFN..... .....4.10
10..VG+..... .....2.20
11..NM..... .....2.75
12..NM..... .....2.50
12..VFN..... .....1.85
13..NM..... .....2.50
14..NM..... .....4.50
14..VFN..... .....3.35
15-18..NM..... .....2.25
1995..NM 2.50
1996..NM 2.25

Universe X
(2000-present)
0..NM.....3 50
0-1..NM 4 00
2-12..NM 3.50

Universe X Omnibus
(2001 One Shot)
1..NM 4.50

Universe X Special: Beasts
(2001 One Shot)
1..NM. 4.50

Universe X Special: Cap A
(2000 One Shot)
1..NM.....5.50

Universe X Special: Four
(2000 One Shot)
1..NM.....7.50

Universe X Special: Iron Men
(2001 One Shot)
1..NM.....3.50

Universe X Special: Spidey
(2000 One Shot)
1..NM 7.50

Universe X: X
(2001 One Shot)
1..NM.....4.50

Warlock and the Infinity Watch
(1992 - 1995)
1..NM.....2.75
2-20..NM 1.50
22, 26-35..NM.....1.50
37-39..NM.....1.50

Warlock Chronicles
(1993 - 1994)
1..NM.....2.50
2-3..NM 1.75
4..NM 1.50

Warlock Special Edition
(1982-1983 6 Issue Ltd Series)
4..NM.....2.50

Warlock, The Power of
(1972-1976)
2..FN+.....7.60
6..FN+.....5.30
9..VFN 4.50
10..NM
(Origin of Thanos)16.00
11..NM.....12.00
12..NM.....8.00
13..NM-.....7.20
14..NM.. ... .8.00
15. NM. 7.50

Weapon X
(2002-present)
1..NM... .... 4.50
2 .NM.....3.50
3-6..NM 2.50

Web of Spider-Man
(1985-1995)
2..VFN-.....2.80
2..FN 2.40
2..NM.....4.00
4-6..NM 3.00
6..VFN 2.25
8-12..NM 3.00
12 .NM-.....2.70
13-15..NM.....3.00
15..VFN+.....2.70
16..NM.....2.50
16..VFN+. 2.25
17..NM... ....2.50
17..VFN 1.85
17..VFN-.....1.75
18-19..NM.....2.50
19..VFN-..... .....1.85
20..NM... .....2.50
21..NM. 2.00
21..VFN+.....1.80
22..NM.....2.00
22..NM-.....1.80
22..VFN-... .....1.50
23-26..NM.....1.75
26..VFN 1.40
27..NM.....1.75
28..FN- 0.85
28..NM.....1.75
28..VFN+. 1.40
28..VFN-.....1.20
29..FN 3.00
29-30..NM.....5.00
30..VFN+ 4.00
31..NM- 2.70
33..NM.....2.50
33. VFN-.....1.85
33 .FN+.....1.60
34..NM.....1.75
35..NM..... .....1.75
35..VFN-.. . .....1.30
36..VFN-.....1.20
36. NM. 1.75
37..VFN-.....1.20
37. VFN 1.40
37. FN 1.05
37..NM.....1.75
37..VFN 1.30
38..FN+.....1.75
38..NM.....2.50
38..VFN-.....1.75
39..FN 1.05
39..NM.....1.75
39..VFN 1.30
40..NM.....1.75
41-45..NM.....1.50
41..FN+.....1.05
46-47..NM.....1.75
48..VFN 2.25
48..VG 1.05
48..NM.....3.00
49..FN 0.90
49..NM.....1.50
50 .NM 2.95
50 VFN+ 2.35

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51-53..NM 1.25
53. VFN 1.00
54..FN+ 0.85
54-58..NM 1.25
59..NM 2.00
60..VFN 1 10
60..NM 1 50
62..NM 1 25
62..VFN- 0.85
63-65 .NM 1.25
65..VFN 0.90
66..NM 1.25
67..NM 1.50
68..NM 1 25
68..VFN 0 90
70..NM 1 25
71-75..NM 1.00
77-80..NM 1.00
83..NM.. ..... 1.00
91..NM 1.00
99..NM 1.00
100..NM 3.50
101..NM 3 25
103 .NM 3.25
104-109..NM 1 00
111..NM 2 00
112-113..NM 2.50
114-115..NM 2.00
118-119..NM 2.50
120 .NM 3.00
121..NM 2.50
123-124..NM. 2 50
125..NM 4 50
126..NM 2.50
128..NM 2.50

Web of Spider-Man Annual
(1985-1994)

2 .NM.... . ... 2 50
2..VFN+ 2.25
4-6, 9-10 .NM 1.75

Webspinners Tales of Spider-Man
(1998-2000)

1-11..NM 2 00
12..NM..... ..... 2 50
13, 15, 18..NM..... ..2.00

Werewolf by Night (Vol 1)
(1972-1977)

6..VFN 9.50
9. VFN- 3.50
9. VFN 9.50
10..FN+ 3.25
10..NM. 13.50
10..VG 1.75
11..NM. 10.00
12..VFN 7.20
17..NM..... . ..... 10.00
20..VFN+ 8.10
21..FN+..... 3 40
21..VFN+..... 5 20
23..VFN+ 5.20
26-27. NM.. ..... 6.50
28..VFN+ 5.20
29..FN+... . . .. 3 40
30-31..NM..... .... 6.50
34 VFN+..... . 4 80
35-36..NM..... ...6 00
37..NM..... 8.50
38..VFN+..... 4.80
39..VFN-..... 3.70
41..VFN-..... . ..... 3.70

West Coast Avengers
(1985-1994)

1. NM..... ..... 7 50
2 NM 4.50
3-4..NM 3.50
5. NM..... 3.00
6-10..NM 2.00
11..NM..... 1.50
12-21..NM 1.00
21..VFN-... ..... 0.70
22. NM..... ... 1.00
22. VFN- . . . 0.70
23-29..NM... . . 1.00
30..NM... ..... . .1.25
31-41..NM.... . . . 1.00
42..NM. 1.25
43-53, 55, 56. NM 1 00
57-59..NM.... .. 1 00
60..FN+ 0 70
60. NM..... ! 00
60 NM- 0 90
61 VFN 0.80
61 .NM 1.00
63 .VFN- 0.75
65. NM. 1.00
72-73..NM . . . 1.00
76-77..NM. 1.00
77..NM- 0 90
78. NM..... 1.00
79 NM..... 0.75
82-83 .NM.... ..... 0.75
85-88..NM..... 0.75
90-91..NM. 0.75

West Coast Avengers (Ltd)
(1984 4 Issue Ltd Series)

1..NM..... 3.50
2..NM..... 2.50
4..NM..... 2.00

West Coast Avengers Annual
(1986-1993)

3-6..NM 1 75
8..NM..... 1.75

What if? (Vol 1)
(1977-1985 1st Series)

17 .NM..... 3.50
20 .NM..... 4 50
27. VFN 4.50
27. VFN+..... 4.80
35. NM..... 5.50

What if? (Vol 2)
(1989-1998 2nd Series)

3..VFN-.. . . . . 1 75
6 NM. 2.00
7 .NM..... .2.50
11..FN-..... 1.25
11 NM 2.50
12-13 .NM..... 2.50
12 FN. 1.50
25..NM 3.00
32-33..NM ..2.50
67..VFN- 1.05
68-69..NM..... 1.50
79. NM..... 1.50
92. NM..... 1 50
96 NM..... 1.50
102. NM 1.25

What The-?!
(1988-1992)

8..NM..... 1.25
12..NM... . ..... 1.00

Wild Thing
(1999)

2-4..NM 2.50

Wolverine (Ltd)
(1982 4 Issue Ltd Series)

3..FN..... 7.20

Wolverine (Vol 1)
(1988-2003)

-1..VFN+ 1.75
-1. NM 2 50
1. NM..... . . 35 00
4 FN+... .... 3.55
4 .NM 5.50
5. NM..... .....5.00
7-8..VFN... .....3.35
20 NM 3.50
45. NM 2.50
50..NM.. . . ..6.50
61-65..NM. . 2.50
66-72..NM.. ..... 3.00
73-74..NM..... . . 3.00
73. NM..... ...1.75
76 NM..... .....2.50
85 NM 4.50
86 NM 2.50
95..VFN- 1.75
99..NM..... 3.50
101..NM 2.25
105..NM 3.00
107 .NM 2 00
108 NM 1.75
108 .NM 2.00
109. NM 1.75
109. NM 2.00
112..NM 2.00
118-120..NM.....2.50
122 .FN..... 1.20
130 .VFN..... 1.50
131..NM 1.75
131..VG+ . .0.70
132. VFN-... .....1.20
136. NM 2.50
138. NM 2.50
141-142..NM... . 2.50
142..VFN+..... 1 40
158..NM 2 50
159..NM 2 00
166..NM 5.00
167-174..NM... .. 2.50
175 .NM 4.50
177-182..NM .. 2.50
183-185..NM..... 3 00

Wolverine Annual
(1988-present)
1995-1996..NM. . . 2.50

Wolverine Doombringer
(1997 one shot)
1..NM.....4.95

Wolverine/ Hulk (Ltd)
(2002 4 Issue Ltd Series)
1 NM..... 3.50
3-4..NM 3.00

Wolverine/ Punisher: Revelation
(1999 4 Issue Ltd Series)
1..NM.....5.00

Wolverine: Days of Future Past
(1997 1-3)
1..NM..... . . .3.00

Wolverine: Netsuke
(2002 4 Issue Ltd Series)
1-4..NM 3.00

Wolverine: The Jungle Adventure
(1990 One Shot)
1 NM 4.50

Wonder Man
(1991-1994)
1..NM.....1.25
2-6..NM 0.75
11-12..NM.....0.75
13-14..NM 1.00
15-21..NM. 0.75
23..NM.... .... ..0.75
25..NM
(Deluxe Edition) 1.50

Wonder Man Annual
(1992-1993)
1-2..NM 1.25

Wonder Man
(1986 One Shot)
1. NM.....1.50

X-51: The Machine Man
(1999-2000)
1..NM..... ... .2.00
2-10..NM 1.75

X-Calibre
(1995 4 Issue Ltd Series)
1..NM..... .. 3 50
2-4 .NM 2.50

X-Factor
(1986-1998)
-1..NM 1.25
2. NM..... 3 50
3 NM.....3 00
3. VFN 2.25
4..NM 3.00
5..NM..... .....4.00
6..NM..... . ...5.00
6 .VFN-..... .. .3.50
7. NM.....2 50
8-9..NM 2.00
10..NM... .... .2.50
11-15..NM 2 00
16-22..NM 1.50
23. NM.....2.00
24..VFN-... . .....4.50
24..NM..... .. ...6.50
25..NM..... 3.50
26..NM.....2 50
26. VFN 1.85
26. VFN+. 2.00
27-28 .NM. 1.75
29-35..NM... . . 1.50
36..NM..... . .1.75
36..VFN-..... . 1 20
37..NM 1 75
38..NM 2.75
38..VFN+.....2.20
39..NM 1.75
39..FN+..... . .... 1.10
40..NM..... ... 2.00
41-43..NM..... . 1.50
43..VFN 1.20
44. NM.....1.50
44. VFN-.....1.10
45-46 .NM.....1.50
46 .VFN-.....1.05
47..NM.....1.50
47..VFN- 1.10
48-49..NM 1.50
50..NM..... . .....2.50
51..NM..... ....2.00
52 .NM..... ...2.00
52..VFN 1.60
52..FN+ 1.40
53-54. NM.....2.00
55-58..NM.....1.25
58..VFN.. ....1.00
59..NM..... . .....1.25
59..VFN-..... . . ....0.85
60..NM.....5.50
61..NM.....4.00
61..VFN-.....2.80
62. NM..... 3 50
63..NM.... ....4.00
63 .VFN+... .. ..3.20
64..NM.....3.00
65..NM.....2.75
66..VFN-.....2 45
66..NM..... 3 50
67-69..NM..... ..... 2.25
70-72..NM... . . ..1.50
72 .VFN..... . ....1.10
73-74..NM..... .....1.25
75..NM. 1.75
76..VG+..... ....0.50
76..VFN-.....0.90
76..NM. 1.25
77-81..NM..... ....1.25
81..VFN+..... ... .1 10
82-83..NM..... 1 25
84-86..NM 2 50
87-91 .NM 1.25
92. NM.... . . ....6.50
93-99 .NM... . . .1 25
100. VG+..... ..1 00
100 .NM 2 50
100 .NM- 2 25
100..VFN- 1 75
101-105 .NM 1.25
106 NM
(Holographics cover)3.50
106 NM 2 50
107 NM 1 25
108-110..NM..... 1.75
110..VFN+..... 1 40
111. NM 1.75
111..VFN- 1.20
112-120..NM 1.75
120 VFN... . .....1.30
121-122..NM.....1.75
122 .VFN-.....1.20
123..NM 1.75
124. NM 2.50
125..NM 3.50
126..NM 2.50
127-137..NM.....1.75
139-148..NM.....1.75

X-Factor (Ltd)
(2002 4 Issue Ltd Series)
4 NM 3.00

X-Factor Annual
(1986-1994)
1..NM..... .....2 50
2-9..NM 1 75

X-Factor Special: Prisioner of Love
(1990 One Shot)
1..NM.....3.00

X-Force
(1991-2002)
-1..NM 1.25
1..NM..... . .....3.50
2..NM..... .....2.25
3-4..NM 2.00
5-7 NM 1.50
8-15..NM 1.25
16 .NM... . .....2.50
17..NM 1.25
17-18..NM.. . .....2.50
19-24..NM.. . .....1.25
25..NM..... 3.95
26. NM..... ... 1.25
26 NM- 1.10
27-32. NM 1.25
33..NM.. . . . .2.50
34-37..NM.... ..... 1.25
38..NM..... 3.50
39. NM..... 1.25
40 FN- 0.60
40-43. NM 1.25
44..NM.. ... .1.75
44..VFN 1.30
45-47..NM.... .....1.75
47. VFN 1 30
48. VFN 1.30
48..NM.....1.75
49..NM..... . .....1.75
50..NM..... .....5.00
51-56..NM. 1.75
57-58..NM..... 2.50
59. NM..... 1 75
59 NM.....2.50
60-61..NM.....1.75
61 .VFN-.....1.20
62-74..NM 1.75
75..NM.....2.50
75..VFN 1.85
76-79..NM.....1 75
79..VFN-.....1.20
80 .FN+.....1.10
80-83. NM 1.75
84..FN- 0.85
84-89. NM... . .....1.75
89..VFN-..... 1 20
90-91..NM.....1.75
92..FN 1.05
92-96..NM..... 1.75
98-99..NM..... .....1.75
110-115..NM.....2.00
116..NM 4.50
117..NM 3.50
118..NM 2.50
120..NM 3 00
121-123..NM.....2.00
125, 127..NM.....2.00

X-Force Annual
(1992-present)
1-3..NM 2.50

X-Force/Cable Annual
1995-1997..NM.....3.00

X-Man
(1994-2001)
1..NM.... ....8.50
2..NM..... .....5.00
3..NM..... .....4.00
3..VFN+... . .... . .3.20
4..NM..... . ..... .4.00
5..NM..... 3.00
6..NM..... . . ....2.50
6..VFN-..... .....1.75
7..NM..... ..... 2 50
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12. VFN 1.30
13. NM..... . 1.75
13..VFN-..... .....1.20
14-15..NM.. . .....2.25
16-17..NM... . .... .1.75
18-19..NM..... ....2.25
20-23..NM 1.75
24..NM..... . . ....2.00
25..NM..... . ...2.50
26-37..NM. 1.75
39-40. NM 1.75
41..VFN. 1.30
42. NM 1.75
47-48 .NM 1 75
49..VFN- 1.20
51-52 .NM 1.75
52 VFN+... .....1.40
53-57..NM... . .....1.75
58..VFN.....1.30
59-62. NM.....1 75
64-67..NM.....1.75
70, 72-74..NM.....2.00

X-man: All Saints Day
(1997 one shot)
1..NM 4.95

X-Men
(1991-present)
-1 .NM 1.50
1 NM..... ... .3.95
1. NM
(Cover E).....5.95
2-3..NM 4.50
4..NM 2.25
4..NM- 2.00
5-7..NM 2.25
8-10..NM..... .....3.00
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13-16 NM 2.50
17-19..NM..... .....1.75
20-24..NM 2.50
25..NM..... . . ...12.00
26-29..NM.. ... . 3.00
30..NM..... . . . 5 00
31-32..NM 3.00
33..NM 4.50
34-35. NM 3.00
36..NM. 3.50
37..NM..... . . . .2.50
37..NM
(Holographics cover)3.50
38..NM 2.50
38..VG- 0.75
39..NM. 3.50
39..NM- 3.15
40 NM..... .....3.50
41. NM.....4.50
42-44. NM 3.50
45..NM.....4.50
46-49..NM... ..... 3 50
52. NM..... .....2.50
54 NM.....3.50
56-59..NM. 3.50
60-61..NM.....2.50
60..FN+..... .....1.60
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68. NM.....2.50
69. NM 3.50
71. NM... . . ..2.50
80..NM..... .....5.50
88..NM..... . .....3.00
88..VFN+..... ... . 2 40
89-90. NM..... 3.00
91..NM 2.50
91..NM 3.00
93..NM..... . . ....3.00
98-99..NM... . . .. 3.50
100..NM 8.00
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104 NM 3.00
104..NM- 2.70
105..NM 3.00
106..NM 2.50
106..NM 4.00
107..NM 2.50
108..NM 3.00
109..NM 3.50
110..NM 6.50
117-118..NM..... 4.50
119..NM 4.00
122-125..NM.....4.00
131..NM 3.50

X-Men & Alpha Flight
(1986 2 Issue Ltd Series)
1..NM.....3.50

X-Men & The Micronauts
(1984 4 Issue Ltd Series)
1-3..NM 1.25

X-Men 2099
(1993-1996)
1 .NM..... ....1.50
2-22..NM 1.25
24..NM..... . 1.25
25..NM.....2.50
26-35..NM.....1.25

X-Men 2099 AD Special
(1995 One Shot)
1..NM..... ....3 00

X-Men Adventures
(1992-1994)
1 NM 2.50
2-15..NM 2.00

X-Men Adventures Season II
(1994-1995)
11..NM..... .....1.25

X-Men Adventures Season III
(1995-1996)
1-8, 12..NM.....1.25

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DISCOUNTS APPLY TO ALL OUR BACK ISSUE SALES! £25 = 10%, £50 =15%, £100 = 20%, £200+ = 25%

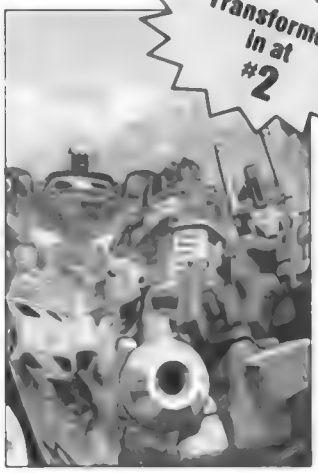
Comics Economics

The Top 100 US comicbook sales for April 2003

Batman still at #1

Rank	Prior	Title, Issue, Price & Estimated Orders	Publisher
1	(=)	**Batman** #614 $2.25 (153,129)	DC Comics
2	(N)	**Transformers Generation One** Vol 2 #1 $2.95 (111,355)	DreamWave
3	(2)	**Ultimate Spider-Man** #39 $2.25 (103,531)	Marvel
4	(=)	**Amazing Spider-Man** #52 $2.25 (96,624)	Marvel
5	(=)	**New X-Men** #139 $2.25 (95,981)	Marvel
6	(5)	**New X-Men** #140 $2.25 (94,925)	Marvel
7	(8)	**Ultimate X-Men** #32 $2.25 (90,484)	Marvel
8	(6)	**Ultimate X-Men** #31 $2.25 (90,086)	Marvel
9	(8)	**Uncanny X-Men** #421 $2.25 (86,503)	Marvel
10	(9)	**Uncanny X-Men** #422 $3.50 (85,890)	Marvel

Transformers in at #2



11	(9)	**Wolverine** #189 $2.25 (61,282)	Marvel
12	(13)	**Daredevil** #46 $2.99 (60,517)	Marvel Knights
13	(14)	**Daredevil** #45 $2.99 (60,272)	Marvel Knights
14	(10)	**JLA** #80 $2.25 (60,164)	DC Comics
■ International direct market retail orders estimated below 60,000			
15	(13)	**X-Treme X-Men** #24 $2.99 (59,092)	Marvel
16	(=)	**Avengers** #66 $2.25 (58,312)	Marvel
17	(18)	**Incredible Hulk** #53 $2.25 (57,837)	Marvel
18	(18)	**Incredible Hulk** #52 $2.25 (57,684)	Marvel
19	(21)	**Green Arrow** #23 $2.50 (55,280)	DC Comics
20	(19)	**Green Arrow** #24 $2.50 (53,565)	DC Comics
21	(23)	**Marvel Universe: The End** #4 $2.99 (52,569)	Marvel
22	(23)	**Captain America** #12 $2.99 (51,804)	Marvel Knights
23	(15)	**Marvel Universe: The End** #3 $2.99 (51,559)	Marvel
24	(19)	**Fantastic Four** #68 $2.25 (51,405)	Marvel
■ International direct market retail orders estimated below 50,000			
25	(N)	**Mystique** #1 $2.99 (47,562)	Marvel Tsunami
26	(24)	**Peter Parker, Spider-Man** #55 $2.25 (47,531)	Marvel
27	(35)	**Green Lantern** #162 $2.25 (45,219)	DC Comics
28	(26)	**GI Joe** #16 $2.95 (45,142)	Image
29	(27)	**Green Lantern** #163 $2.25 (44,469)	DC Comics
30	(N)	**Wolverine Xisle** #1 $2.50 (43,611)	Marvel
31	(25)	**Transformers Armada** #10 $2.95 (43,106)	DreamWave
32	(28)	**GI Joe** #17 $2.95 (42,493)	Image
33	(28)	**JSA** #47 $2.50 (42,187)	DC Comics
34	(33)	**Spawn** #124 $2.50 (40,732)	Image TMP
35	(29)	**Punisher** #24 $2.99 (40,503)	Marvel Knights
36	(35)	**Punisher** #25 $2.99 (40,319)	Marvel Knights
37	(30)	**Wolverine Xisle** #2 $2.50 (40,273)	Marvel
38	(30)	**Hulk/Wolverine: 6 Hours** #4 $2.99 (40,120)	Marvel
■ International direct market retail orders estimated below 40,000			
39	(37)	**Wolverine Xisle** #3 $2.50 (39,967)	Marvel
40	(39)	**Wolverine Xisle** #4 $2.50 (39,278)	Marvel
41	(40)	**Wolverine Xisle** #5 $2.50 (39,002)	Marvel
42	(31)	**Detective Comics** #781 $2.75 (38,236)	DC Comics
43	(N)	**Human Torch** #1 $2.50 (37,103)	Marvel Tsunami
44	(40)	**Exiles** #25 $2.99 (36,414)	Marvel
45	(34)	**Astro City Local Heroes** #2 $2.95 (35,786)	DC Vertigo
46	(32)	**Thundercats: The Return** #3 $2.95 (35,786)	DC WildStorm
47	(42)	**X-Men Unlimited** #43 $2.50 (35,756)	Marvel
48	(54)	**X-Men Unlimited** #45 $2.50 (34,975)	Marvel
49	(N)	**X-Men 2: Movie Adaptation** $3.50 (34,852)	Marvel
50	(N)	**Sentinel** #1 $2.99 (34,822)	Marvel Tsunami
51	(39)	**Aquaman** #5 $2.50 (34,684)	DC Comics
52	(47)	**Superman** #192 $2.25 (34,638)	DC Comics
53	(41)	**Thor** #62 $2.99 (34,638)	Marvel
54	(47)	**X-Men Unlimited** #44 $2.50 (34,485)	Marvel
55	(53)	**Thor** #63 $2.99 (34,408)	Marvel
56	(69)	**Masters of the Universe Volume 2** #2 $2.95 (34,347)	Image
57	(49)	**GI Joe: Frontline** #6 $2.95 (33,811)	Image
58	(51)	**Iron Man** #67 $2.99 (32,479)	Marvel
59	(55)	**Action Comics** #802 $2.25 (32,126)	DC Comics
60	(61)	**Batgirl: Year One** #5 $2.95 (31,116)	DC Comics
61	(53)	**X-Statix** #10 $2.99 (31,009)	Marvel
62	(43)	**JLA: Scary Monsters** #2 $2.50 (30,993)	DC Comics
63	(68)	**Flash** #197 $2.25 (30,886)	DC Comics
64	(56)	**Batman: Gotham Knights** #40 $2.75 (30,565)	DC Comics
65	(58)	**Batgirl** #39 $2.50 (30,090)	DC Comics
■ International direct market retail orders estimated below 30,000			
66	(57)	**Hawkman** #14 $2.50 (29,998)	DC Comics
67	(62)	**Adventures of Superman** #615 $2.25 (29,707)	DC Comics
68	(64)	**Nightwing** #80 $2.25 (29,508)	DC Comics
69	(59)	**Weapon X** #8 $2.99 (29,385)	Marvel
70	(54)	**X-Men: Ronin** #3 $2.99 (29,095)	Marvel
71	(63)	**Captain Marvel** #8 $2.99 (29,033)	Marvel
72	(70)	**X-Men: Ronin** #4 $2.99 (28,528)	Marvel
73	(70)	**Darkness Volume 2** #3 $2.99 (28,023)	Image Top Cow
74	(63)	**Rising Stars: Bright** #3 $2.99 (27,915)	Image Top Cow
75	(65)	**Paradise X** #10 $2.99 (27,854)	Marvel
76	(75)	**Superman & Batman: Generations III** #4 $2.95 (27,808)	DC Comics
77	(N)	**Superman: Red Son** #1 $5.95 (27,579)	DC Comics
78	(71)	**Agent X** #10 $2.99 (26,767)	Marvel
79	(77)	**Alias** #21 $2.99 (26,767)	Marvel MAX Comics
80	(79)	**Powers** #30 $2.95 (26,690)	Image
81	(72)	**Elektra** #21 $2.99 (26,553)	Marvel Knights
82	(81)	**Elektra** #22 $2.99 (26,522)	Marvel Knights
83	(=)	**Wonder Woman** #191 $2.25 (25,833)	DC Comics
84	(N)	**Runaways** #1 $2.50 (25,833)	Marvel Tsunami
85	(82)	**Batman Legends of Dark Knight** #166 $2.50 (25,664)	DC Comics
86	(84)	**Ghost in Shell 2: Man Machine Interface** #3 $3.50 (25,358)	Dark Horse
87	(88)	**Fables** #12 $2.50 (24,929)	DC Vertigo
88	(92)	**Y: The Last Man** #10 $2.95 (24,853)	DC Vertigo
89	(95)	**Robotech** #5 $2.95 (24,838)	DC WildStorm
90	(98)	**Ultimate Adventures** #3 $2.25 (24,348)	Marvel
91	(86)	**Witchblade** #63 $2.99 (24,302)	Image Top Cow
92	(84)	**Rawhide Kid** #4 $2.99 (24,286)	Marvel MAX Comics
93	(N)	**Batman: Nevermore** #1 $2.50 (24,103)	DC Comics
94	(92)	**Rawhide Kid** #5 $2.99 (23,888)	Marvel MAX Comics
95	(89)	**Star Wars Empire** #7 $2.99 (23,796)	Dark Horse
96	(87)	**Birds of Prey** #54 $2.50 (23,521)	DC Comics
97	(94)	**Legion** #19 $2.50 (23,214)	DC Comics
98	(90)	**Spider-Girl** #59 $2.99 (23,199)	Marvel
99	(91)	**Catwoman** #18 $2.50 (23,199)	DC Comics
100	(95)	**Sojourn** #22 $2.95 (23,031)	CrossGen

Artwork is Marvel, Dreamwave and DC

Advance Listings

READERS: You can use this Advance Listings *section as an order form with your direct market store or mail order supplier. Simply mark the items you require, copy or remove these pages (or list them on a separate piece of paper) and give it to your supplier, together with a note of your name, address and phone number to guarantee not missing any of the new titles being published. Certain suppliers may not accept standing orders, so check with them first. All prices of US titles listed are in dollars. Import prices are usually converted at a rate of $1.00 = 85p UK sterling. Shipping dates given are the earliest date product will reach stores. All dates, prices and information are assumed to be accurate as provided by publishers.*

Compiled by Jim Hannah

The following are 32 page colour titles unless stated

RELEASED & ON SALE IN

AUGUST

Aardvark-Vanaheim

Cerebus 293 *(Latter Days* 28 of 35; Dave Sim & Gerhard) Featuring 20 action-packed pages of Cerebus trying to climb into his chair. b&w 24pg ... $2.25

Abstract Studio

Strangers in Paradise Vol 3 #60 (Terry Moore) Francine finally ties the knot with Brad. Friends and family gather to celebrate the happy occasion as Francine finally makes her childhood dream come true, to marry a doctor and start a family. But what about Katchoo? Is this the end of a great friendship? b&w 24pg $2.95

Amaze Ink/ Slave Labor

new **Farewell Georgia** 1 (Ben Towle) Anthology of four folk legends and tall tales from the American south. This title features a raccoon-hunting monkey, Ches "Goatman" McCartnet, and an aging and cantankerous Ty Cobb. b&w 48pg $6.95

Highway 13 #11 (Les McClaine) Rick and Garth escape death yet again, only to encounter an even greater danger. A fate worse than a fate worse than death, no doubt. b&w 24pg $2.95

Outlook Grim 2 (Black Olive) Dive deeper into the supernatural world of Wren, the peculiar protagonist hell bent on sending her ghostly house-guests back to the afterlife. Will she succeed in ridding herself of her rambunctious roommates, or will they annoy her to death? Mature readers. 24pg b&w $2.95

The Waiting Place Vol 3 (Sean McKeaver & Mike Norton; tpbk) Follow Jeffry, Lora, Jill, Scott, Cullen, and the rest through the cold, harsh winter to the series' final moments, ringing in the New Year. 160pg b&w $15.95

The Wretch Volume 3: From Cradle to Grave (Phil Hester; tpbk) Reprints Wretch tales from Nova Volo, Negative Burn, Action Planet, and Shocktrauma Comics. Also features a new Wretch story. 64pg b&w $6.95

Antarctic Press

Gold Digger 45 (Fred Perry) Gina encounters Iron Dragons who offer to trade their ancient knowledge for Gina's technological data. They prove quick learners, but things turn darker when Gina discovers they are developing advanced powered armour, potentially threatening all of Jade. $2.99

Gold Digger Swimsuit End of Summer Special 2003 (various) Another instalment of socially acceptable comicbook skin-flickery. b&w 48pg $4.50

How to Draw Manga 25 (various) Artists present a comprehensive guide to mastering the manga style, emphasizing different aspects every issue. b&w $4.95

Junction 17 #2 (of 4; David Hutchison) The neural video game Black Wave is the most popular fighting game in the world, and has made Marcus Carter and his friends into millionaires. Now, an obsessed fan is killing them one by one and it's up to Carter to stop the fan from claiming his next victim! .. $2.99

new **Luftwaffe: 1946 Pocket Manga** Vol 1 (Ted Nomura & Ben Dunn) In real history, the combined Allied forces stopped Hitler's weapons of mass destruction in 1945. In another past, German testing-stage projects see combat, and one woman's pursuit of Man's origins leads the Nazis to establish a base in Antarctica. 130pg b&w $9.99

Luftwaffe 1946 #12 (Ted Nomura & various) In real history, the invasion of Japan was prevented by use of the A-bomb, but in this altered history, America faces a determined enemy desperate to defend itself with suicide weapons and getting outside help! b&w 48pg .. $5.95

one-shot **Luftwaffe: 1946 Technical Manual** (Ted Nomura & Justo Mirando) Rocket fighters, flying saucers, the Triebflügel, Amerika Bombers... the drawing boards of the Third Reich were filled with unfinished projects both bizarre and breathtaking. This volume collects all six issues displaying such horrors. 288pg b&w $21.95

Mangazine 47 (various) Ninja High School, Families of Altered Wars, Gold Digger, and Warrior Nun Areala, together in one title every month. 150pg .. $9.99

Neotopia Vol 2 #2- (Rod Espinosa) Nalyn and her crew disembark on an uncharted island called Eriden, where they discover an idyllic, civilised paradise. $2.99

Ninja High School 109 (Katie Bair) The annual school play is coming, and when Romeo's part goes to a cute guy, the girls and blind ninja boy Yoji start competing for the role of Juliet. b&w $3.50

Pose File Monthly 2 (various) Now you can get hundreds of pictures every month of dynamic poses, costumes and props. Hone those skills, people. b&w 48pg $4.95

Shoujo 2 (various) Human civilisation has been reduced to small, struggling tribes and villages, except Oasis. They were already monkey-boys! No, not really. Oasis is a fortress-city protecting desert survivors and helping to renew the world. First, Oasis' detective Kiana must find out who is sabotaging it from within! b&w 48pg $5.95

Twilight X Pocket Manga 2 (Joseph Wight) On a post-WWIII Earth dominated by warlords and would-be kings, US Special Forces survivor Jed Saxon flees to the Caribbean, where he finds hope and purpose with the mysterious girl nicknamed Toots. 132pg b&w ... $9.99

Warrior Nun Areala 20 (Anthony Zicari & Craig Babiar) A mysterious figure named Evil Straw Jack is threatening the lives of the good citizens of New York. When Areala is called to investigate the source of Jack's evil, she finds not even her divine powers can overcome his black voodoo! b&w $3.50

Archie Comics

Archie 540 (Craig Boldman & Stan Goldberg) When Archie shows up at Veronica's house the same day Mr Lodge is hosting an important ambassador, faithful butler Smithers learns his job description includes running interference and being a diplomat, too! $2.19

Archie & Friends 74 (George Gladir & Rex Lindsey) When a series of thefts plague Lodge Mansion, Dilton reprograms Veronica's cute, cuddly pet robot-dog into a fearsome guard dog. $2.19

Archie Digest 201 (various) The adventures of America's fave teen continue with new stories and classic tales. $2.39

Betty 129 (various) Betty takes her cousin on a magical history tour when she relates the tales of the brave female Coopers who played a part in history. $2.19

Betty & Veronica 192 (various) When her car breaks down in the rain and she's forced to borrow clothes from Betty, Veronica ends up all wet-in more ways than one. $2.19

Betty & Veronica Spectacular 62 (Dan Parent) Featuring a homework assignment of presidential proportions when Ms Grundy asks the class to write about how they'd run the country. $2.19

Betty & Veronica Digest 141 (various) Teen dream queens Betty and Veronica romp through this collection of new stories and, well, old ones. $2.39

Jughead with Archie Digest 188 (various) If you think Archie gets into trouble on his own, check out the action when he teams up with Jughead. $2.39

Laugh Digest 187 (various) The high school tricks of the entire Riverdale gang are highlighted in this collection of stories. $2.39

Sabrina the Teenage Witch Vol 2 #49 (Abby Denson & Holly Golightly) When Sabrina overuses her powers for even the most mundane tasks, she sprains her Zap muscle and can't zap anymore! Will this be a long-term problem or simply a momentary magical malfunction? $2.19

Sonic The Hedgehog 127 (various) Sonic's space odyssey continues as he crash-lands on a strange planet – a planet that evolves faster than Sonic can even run. $2.19

Veronica 144 (Dan Parent) When the gang compete on a TV game show where contestants must answer questions about their friends, Veronica learns she might just be a teeny, tiny, bit self-centred! $2.19

Avatar Press

Frank Miller's Robocop 2 (of 9; Frank Miller & Juan Jose Ryp) OCP has a major problem on its hands with cops on strike and a Robocop that won't do its evil bidding. So it brings in a group of army mercenaries to kill everyone who is breaking laws! Mature. b&w . $3.50

Shi: Sempo 2 (of 2; Billy Tucci & Joe Prado) Shi must escort Japanese General Sempo Sugihara while he provides an escape for thousands of Jewish refugees, but with the forces of Germany determined to stop her, her lightning quick blade might not be enough! Mature readers... $3.50

Warren Ellis's Strange Killings: Strong Medicine 3 (of 3; Warren Ellis & Mike Wolfer) London is consumed by race riots and the hatred has spread to even the police who are now fighting each other. Gravel has finally figured out who is behind it all, but it turns out to be the one person he prayed wouldn't be involved. Mature readers $3.50

CG Entertainment

Brath 7 (Chuck Dixon & Andrea DiVito + Roland Paris; *CrossGen)* He was betrayed on the battlefield, his wife has been kidnapped, and his son is missing. Now, his life in shambles, the Man-Killer is summoned by the Emperor. ... $2.95

Brian Pulido's Lady Death: A Medieval Tale 7 (Brian Pulido & Ivan Reis + Marc Campos; *CrossGen)* Against Wolfram von Bach's demands, Lady Death embarks on a quest into the Borderlands—and into the Eldritch realm of Aglarond itself! $2.95

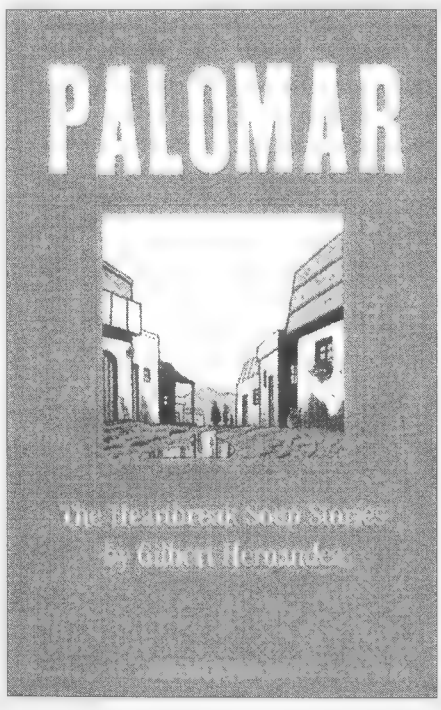
The Crossovers 8 (Robert Rodi & Joe Staton + Ernie Colon; *CrossGen)* The Greek goddess of discord spreads more romance in Crosstown, deepening the rift between Carter and Calista. $2.95

Crux 29 (Chuck Dixon & Sergio Cariello + Rob Hunter; *CrossGen)* With his city facing annihilation both from human and Negation invaders, Tug makes a decision that will rock Atlantis. $2.95

The First 34 (Barbara Kesel & Andy Smith + Rob Hunter; *CrossGen)* When Andra exposes the origin of the First to Pyrem, the god breaks. And the Houses aren't going to like the results. .. $2.95

John Carpenter's Snake Plissken Chronicles 2 (William O'Neill & Tone Rodriguez + Digital Chameleon; *CrossGen)* Double-crossed and left for dead, Snake is driven by revenge! $2.99

one-shot **Masters of the Universe—Icons of Evil: Trapjaw** 1 (Robert Kirkman & Carlo Pagulayan + Mike Pedro;



close-up

Palomar: The Complete Heartbreak Soup Collection

Fantagraphics Books

Writer/Artist: Gilbert Hernandez

Collects together all the marvellous *Heartbreak Soup* stories from Gilbert Hernandez's Love & Rockets. The premise: Palomar is the mythical Central American town where these stories take place, and the stories weave in and out of its entire population, crafting an intricate tapestry of not only Latin American but also human experience. 512pg b&w $39.95

ON SALE AUGUST

CrossGen) Who is Kronis? How did this warrior become the mechanized minion known as Trapjaw? Find out as Kronis, at odds with the newly disfigured Skeletor, sets out on his own path, which will lead him to oblivion. 48pg ... $4.95

Meridian 39 (Barbara Kesel & Vincenzo Cucca + Don Hillsman II; *CrossGen)* Jad searches for Sephie, but finds something deadly instead! $2.95

Mystic 39 (Tony Bedard & Aaron Lopresti + Matt Ryan; *CrossGen)* The culmination of a year-long saga. Battered and bruised, Giselle must use every magical lesson she's learned to escape her imprisonment and bring down the evil Geometer Guild. $2.95

Mystic Graphic Novel Vol 5: Master Class (Tony Bedard & Fabrizio Fiorentino + Aaron Lopresti; *CrossGen)* Collects Mystic #29-32. On a world where society is based upon magic, ultimate power rests in the hands of the last person who wants it: Giselle Villard, professional party girl! 160pg .. $15.95

Negation 21 (Tony Bedard & Paul Pelletier + Dave Meikis + James Rochelle; *CrossGen)* Deep within the bowels of a Negation prison, the fugitives take on their greatest challenge-and pay the price. $2.95

The Path 18 (Ron Marz & Ron Wagner + Armando Durruthy; *CrossGen)* While the monk-turned-warrior Obo-san gathers his troops for revolt, the mad Emperor Mitsumune rebuilds his own samurai army, spelling certain doom for Obo-san's rebellion. $2.95

R.A. Salvatore's Demonwars: Eye For An Eye 4 (R.A. Salvatore & various; *CrossGen)* The ranger Andacanavar is tempted by what he wants most in life – but at what cost? $2.95

Route 666 15 (Tony Bedard & John McCrea + Justin Ponsor; *CrossGen)* Meet Brion, the toughest, cruelest, most unpredictable foe yet to set his eyes on Cassie Starkweather! Who is this wandering demon, and how will he change both Cassie's life and her struggle against the forces of darkness? . $2.95

Ruse 23 (Scott Beatty & Butch Guice + Mike Perkins + Laura Marti; *CrossGen)* Simon Archard returns to his alma mater for a final exam. To rebuild his shattered reputation, our daring detective returns to Partington University! But can he solve the riddle of his premature graduation – not to mention the mystery of the stealthy sniper stalking his school? $2.95

Scion 39 (Ron Marz & Jim Cheung + Jason Keith; *CrossGen)* Told in the tradition of Hal Foster's Sunday pages this issue will bring to life the story of Prince Ethan and the techno-medieval world of Avalon. $2.95

Sigil 39 (Chuck Dixon & Ron Wagner + Armando Durruthy + Andrew Crossley; *CrossGen)* It's the Saurians vs the Negation in the most intense space battle yet. The universe you love to hate has engulfed a Saurian outworld, and now it's up to Tchlusarud and his most wicked warriors to save the planet. $2.95

Silken Ghost 4 (Chuck Dixon & Will Rosado + James Hodgkins + Michael Atiyeh; *CrossGen)* As the Silken Ghost and her comrades near their goal, the stakes rise and the nature of the Laughing Ghost is revealed. $2.95

Solus 6 (Barbara Kesel & George Pérez + Rick Magyar + Larry Molinar) Andra Radiant thinks she has control of Elysia... but power is a deceptive commodity in the land of the First. $2.95

Way of the Rat 16 (Chuck Dixon & Jeff Johnson + Tom Ryder) The spirit of Judge X'ain now inhabits the body of the deadliest assassin in the empire. Will he use this newfound host to bring peace to Zhumar or to settle old scores? . $2.95

Way of the Rat Graphic Novel Vol 2: The Dragon's Wake (Chuck Dixon & Jeff Johnson + Tom Ryder) Collects Way of the Rat #7-12. Boon Sai Hong never aspired to be more than a thief – but that was before the wisecracking monkey known as Po Po dragged him kicking and screaming towards his destiny. 160pg $15.95

Claypool

Deadbeats 61 (Richard Howell & Ricardo Villagran) Southie and Brittany's undead bliss is marred by Britt's bizarre personality shifts, while vampire Tina's mission to kill her brother hits a snag. b&w $2.50

Elvira 124 (Frank Strom + John Heebink & Bob Wiacke + Tod Smith) Thefts of priceless kitsch-movie collectables pit Elvira against master wolf-burglar Ardente Lupine, in *It Takes a Creep.* b&w $2.50

Com.X

one-shot **Cla$$War** (Rob Williams & Trevor Hairsine; tpbk) Collects the first three issues, and wraps them in a brand-new cover, plus clean versions of previous covers, interior posters, and exclusive pages from issues 4 and 5. 80pg $12.95

one-shot **Njin** 0 (Guy Haley & Daniel Boultwood) Njin, imbued with the almost magical power of self-improving nanotechnology, are immortal Free of physical imperfection, pain and suffering, They roam a galaxy blighted by a millennium-long war. 24pg $2.99

Drawn & Quarterly

Optic Nerve 9 (Adrian Tomine) The first new Optic Nerve issue for over a year examines the troubled sex-life of a confused, obsessive, Japanese-American male in his late twenties, and his cross-country search for the perfect girl. This issue is the first of three chapters. Mature readers. b&w $3.95

one-shot **Summer Blonde** (Adrian Tomine) Collection of the last four Optic Nerve issues. Mature readers. b&w . $16.95

Dreamwave

Necrowar 2 (Simon Furman) Aboard the Tal starship, the Ytar, five casualties of war awake to a new and drastically altered reality. What happened to them on Archtu Ultima? Are they alive, or something else again? $2.95

Teenage Mutant Ninja Turtles 3 (Peter David & LeSean + Erik Sander) Mad scientist supreme Baxter Stockman lets his mechanical munchers feast on New York City's finest bank vaults. But the free meal ticket won't last long as The Turtles leap out of the sewers and into action. $2.95

Transformers Armada 14 (Simon Furman & Don Figueroa + Elaine To) The walls between realities are starting to crumble, and from beyond come agents of darkness, all-too familiar faces bent on destruction and mayhem. ..... $2.95.

Transformers: Generation One Vol 2 #5 (Brad Mick & Pat Lee + Rob Armstrong) It's all-out war as Prime and his newly found allies prepare for their final strike against Shockwave's citadel in Iacon. ..... $2.95.

new **Transformers/G.I. Joe** 1 (of 6; John Ney Rieber & Jae Lee + June Chung) The year is 1939 and a twisted alliance between a hate-crazed dictator and a ruthless general has left Europe in flames, in chains. The worlds only hope against the threat – the creation of an elite counterstrike force. Code name: G.I. Joe. But are even the Joes tough enough to take down this evil empire when it enlists the aid of a merciless army of alien war machines known as the Decepticons? $2.95

Transformers: More than Meets the Eye 5 (Adam Patyk & various) The latest issue of the ultimate guide to Dreamwave's new Transformers continuity provides the profile information on one of the Decepticons' greatest and coldest villains, the mighty Shockwave. 64pg ..... $5.25.

Fantagraphics

one-shot **Barry Windsor-Smith's Young Gods & Friends** (Barry Windsor-Smith; hbk) Collects the entire Young Gods stories, including the previously unpublished issues 10 and 11, plus new story material, background information, and behind-the-scenes art. 192pg $29.95

The Comics Journal 255 (various) An exhaustive examination of the seminal art comics group Fort Thunder, featuring interviews with Brian Ralph and Brian Chippendale, and a lengthy essay by Tom Spurgeon. 128pg b&w $6.95

one-shot **The Crystal Ballroom** (Frank Thorne; hbk) Thorne writes and illustrates this snappy memoir about coming-of-age in the spring of '46, describing his growing passion for popular culture, drawing, playing the coronet, and his budding sexuality. 96pg b&w .. $19.95

Fuzz & Pluck 3 (of 4; Ted Stearn) Pluck is on his way to the top in the gladiator ring, but he can't find happiness. Fuzz has latched onto a new "protector," but is he too needy to choose wisely? b&w 48pg $4.95

Luba 7 (Gilbert Hernandez) Luba and Khamo face the drug lord in *Luba's Science Lesson.* Steve returns a favour to Scott the Hog, while Petra deals with Fritz's ex in *The Beloved and the Damned.* Mature readers. 24pg b&w $3.50

one-shot **Palomar: The Complete Heartbreak Soup Collection** (Gilbert Hernandez; hbk) *See Close-Up on previous page.*

Prince Valiant Volume 48: Return to Camelot (Hal Foster & John Cullen; tpbk) Murphy Val's twins are no longer impossible to tell apart. Suddenly Karen decides to be a warrior! She trims her golden locks and dons armour, eager to prove her mettle – and when a massive fleet of pirates turns up, she may have her chance! 48pg $16.95

one-shot **Weasel Volume 1: Ripple: A Predilection for Tina** (Dave Cooper; tpbk) Martin hires a homely model to pose for a series of erotic paintings. The relationship evolves into something more complex, sexual, and unhealthy. Mature readers. 136pg $14.95

Image

The Agents 5 (Kevin Gunstone & Ben Dunn) Nigel Cord realises he must return to Paraguay where he faces a final confrontation with Daedalus before the Agency launch an all-out assault to destroy the dying Professor's bequest to the world. b&w $2.95

Battle of the Planets 12 (of 12; Munier Sharrieff & Wilson Tortosa + Shane Law; *Top Cow)* In *Destroy All Monsters* G-Force takes the fight to Spectra. Utilising the data gathered in issue 5, the team initiates a daring assault on a secret island Spectra uses to store their vicious beast-mechs. 48pg $4.99.

Illuminations

Highlights from August's releases

Selected by Martin "Biff" Averre

This time it's my indie only month where I cover the often overlooked. Like Archie Comics, who stocks them? Not many stores, but there is one of thir titles that is a sure fire hit for me: **Sonic the Hedgehog**. This is still going strong after 124 published issues and years after the release of the game. I never have to worry about unsold copies because this type of comic sells for months after the release date. Whenever back stock is offered again I always take at least 10 copies of each issue available. Retailers looking for extra sales and a comic for all ages should look no further. If you like games and want a fun and light-hearted read then give it a try. **Sales 5/5 Quality 5/5**

Michael Turner's **Fathom** has always been a big seller and a high quality comic. At present the relaunch of **Fathom** at his own Aspen Entertainment has hit a snag as Image are contesting his total control over the copyright, a blow to fans, especially as #1 has already been printed and is sitting waiting for release. The good news is that there is a new title scheduled, **Soulfire**, which not only has Michael Turner art, but is written by Jeph Loeb (**Batman: Hush**). With magic, myth, mystery, adventure and a Loeb twist, this will amply fill the gap while we wait for **Fathom**.
Sales 5/5 Quality 5/5

Another range of 'all ages' comics that keeps attracting new readers is **The Simpsons** from Bongo Comics. The stories and art in **Bart Simpson, Simpsons Comics** and **Futurama** keep so faithfully to the source material that I sometimes forget I am reading a comic and think I'm watching it 'live'. Once again this, like **Sonic**, has the added sell-through factor; each issue has a shelf life of three to four months and sells continuously as a back issue. **Sales 5/5 Quality 5/5**

I think most comics readers are aware of the top-selling title from DreamWave Productions, **Transformers**. Its new release is **Transformers/GI Joe**, a combination of two titles that in America could see this in the Top Ten again. All the Transformers titles sell as well as X-Men, but whereas Marvel can sell its range of titles DreamWave struggles to achieve sales. I find it hardly worth stocking them at present, even the animated **Turtles** release. It would seem that all the readers attracted by the **Transformers** comic just want that and nothing else. Actually I see this phenomenon with the Buffy comics from Dark Horse. New readers come in but only buy that one title. A shame. But still better than a kick in the pants. **Sales 5/5 Quality 5/5**

IDW Publishing is producing one of the finest high art ranges of comics that I have ever had the good fortune to sell, however, readers are being a bit slow in picking up on its titles – one of those little mysteries of comics retailing. In August it releases **CSI Bad Rap**, based on the popular US show. With art and story to do the original justice this should be heavily recommended to new and old customers alike. Quality doesn't always sell itself and sometimes needs a helping hand.
Sales 2/5 Quality 5/5

Oni Press consistently puts out a wide range of intelligent titles covering crime, love, sci-fi and adventure to name a few. Each title is worth stocking a few copies of. The pick of its August roster will be the **One Bad Day** original graphic novel: 120 pages in black and white tell the story of Marie as she has the bad day of all bad days. She gets shot at, sexually harassed, chased and manipulated without knowing why. Creator Steve Rolston, an Eisner Award winner, writes and draws the sort of comic that is guaranteed to improve the image of the comics medium. **Sales 5/5 Quality 5/5**

*With 21 years of comic retail experience as Ace Comics, Biff has also produced his **Illuminations** monthly fanzine for 19 years before moving it to the web.*

one-shot **Big Bang Summer Special** 1 (Gary Carlson & various) The Knights of Justice go to war to battle Hitler's living Blitzkrieg. It is a battle of champions as the blitz races against death in the guise of the Hitler Youth. 48pg b&w $4.95

Casefiles: Sam and Twitch 4 *(Have You Seen Me* 4 of 6; Marc Andreyko & Scott Morse) Twitch's descent into madness continues as his reality is shattered by tragedy after tragedy. After two staggering losses, can it get any worse for the detective? $2.50

Darkness 5 (Paul Jenkins & Dale Keown + Matt Milla; *Top Cow)* Jackie Estacado has an Achilles Heel – his love for a woman long since murdered by his Uncle Frankie. Jenny's spectre still reaches out from the grave to haunt him. Now working under the iron rule of Frankie's Cousin Paulie, Jackie sets about dismantling Paulie's opponents, destroying the last vestiges of the old ways he had tried to protect. .... $2.99.

Dawn: Three Tiers 2 (Joseph Michael Linsner) Having deserted from the army, Darrian finds himself picking up extra cash by fighting numerous duels that are challenging but ultimately senseless. $2.95

new **Faction Paradox** 1 (Lawrence Miles & Jim Calafiore + Peter Palmiotti) *See Close-Up, below.*

new **Feather** 1 (Steve Uy) A story revolving around the star-crossed relationship between two of the closest of friends, the value of achieving one's dreams, and the consequences of choosing one at the cost of the other. $2.95

G.I. Joe 21 (Josh Blaylock & Mike Zeck) When Storm Shadow broke free the Cobra's mind control, Snake-Eyes, Kamakura and William rushed to help him, but they arrived seconds too late. Cobra got there first. Now, with William severely wounded, and Kamakura down for the count, it will be up to Snake-Eyes to save his friend and take out Cobra Commander. $2.95

G.I. Joe vs Transformers 3 (Josh Blaylock & Mike Miller + Armando Durruthy) With two rebel Autobots on their side, Hawk and his gang can better understand exactly what he's fighting, and how to stop it. $2.95

G.I. Joe Frontline 11 (Brandon Jerwa & Eddy Barrows + Cory Hamscher) G.I. Joe undercover agent Chuckles is back, and he's been keeping very busy. There's a brand new enemy on the horizon, and the Joes won't realise how dangerous he is until it's too late. A special weekly story event. $2.95

G.I. Joe Frontline 12 (Brandon Jerwa & Eddy Barrows + Cory Hamscher) When his cover as a Cobra agent is on the line, Chuckles has to prove himself – by killing his G.I. Joe teammates. How far is he willing to go to protect his identity? $2.95

G.I. Joe Frontline 13 (Brandon Jerwa & Eddy Barrows + Cory Hamscher) While the Joes search for their maniacal new enemy, Chuckles stands alone against Zandar and the Baroness. $2.95

G.I. Joe Frontline 14 (Brandon Jerwa & Eddy Barrows + Cory Hamscher) With Chuckles as a hostage, Tyler plays his endgame against the Joes. But who will make the final move? $2.95

Grrl Scouts Vol I (Jim Mahfood; tpbk) This collection reprints the original Oni four-issue miniseries. Cute, independent, and full of attitude, Gwen, Daphne, and Rita are three girls doing what they have to do to survive in big bad Freak City. From expressing themselves through graffiti or cutting loose on the dance floor, the party is always raging – that is, until the Brotherhood of the Cracker catches wind of the good time and decides to crack down. 128pg b&w $12.95

one-shot **Hawaiian Dick Vol I: Byrd of Paradise** (B. Clay Moore & Steven Griffin; tpbk) All three issues of the miniseries of the year. Included are the Hawaiian Dick promotional comic strips, which appeared on the Image Comics website, as well as unpublished promotional art, concept sketches, pin-ups, drink recipes, background information on the main characters. 128pg ... $14.95

new **Hedge Knight** 1 (George R.R. Martin + Ben Avery & Mike S. Miller + Mike Crowell) Night falls over the life of one noble knight and brings the dawn of his squire's knighthood. Dubbing himself Duncan the Tall, The Hedge Knight sets forth to the tourney at Ashford Meadow in search of fame and glory and the honour of upholding his oath as a knight of the Seven Kingdoms. Unfortunately for him, the world isn't ready for a knight who keeps his oaths, and his chivalrous methods could be the very cause of his demise. $2.95

Heirs of Eternity 5 (of 5; Jose L. Torres & Jae Tsai) On the eve of Armageddon, four heroes must face off against the entire forces of the new hell. Do they have what it takes to succeed and are they willing to make the ultimate sacrifice for the good of all humanity? $2.95

new **Hellhounds** 1 (George T. Singley IV & Joe Abraham) Villainous underground and corporate scientists are letting genetic technology endanger the natural order under a shroud of secrecy and deceit. Our heroes are hired by a mysterious client to expose the scientist's true intentions and put an end to their research and grotesque experiments $2.95

one-shot **Invincible Vol 1: Family Matters** (Robert Kirkman & Cory Walker + Bill Crabtree; tpbk) Strange things begin to happen to Mark Grayson as he begins to develop superpowers. Luckily, his dad is around to show him the ropes, at least he would be if he weren't so busy saving the world all the time. Collecting the initial story arc. 120pg $12.95

Jack Staff 4 (Paul Grist) The events of twenty years earlier finally catch up with the city of Castletown as its population goes rioting on the streets. $2.95

Kore 4 (Josh Blaylock & Tim Seeley + Cory Hamscher) First there was an Ogre's farm filled with evil chickens, then a vampire motorcycle gang, and now Alexander Crane finds himself sleeping in a Gentlemen's Club for trolls and fairies. $2.95

Liberty Meadows 33 (Frank Cho) The Cow wreaks vengeance on Ralph and Leslie for sending him to the big house. Dean seeks to improve his manly physique by getting liposuction and Frank the vet spends a night in jail after a disastrous date with Jen. b&w .. $2.95

Magdalena 2 (Brian Holguin & various; *Top Cow)* At an ancient fortress on the isle of Malta, Patience must overcome doubt, treachery and betrayal if she is to embrace her destiny as the new Magdalena. ..... $2.99.

Masters of the Universe Vol II #6 (Val Staples & Emiliano Santalucia + Enza Fontana) What has happened to turn a one time trusted ally of the Masters against them? Will this be a turning point in Skeletor's victory? Will Eternia and the Masters ever be the same? . $2.95

Micronauts 10 (Dan Jolley & Steve Kurth + Barb Schulz) As Ryan Archer's time runs out, he must once again say goodbye to Connie and his life on Earth; he and the rest of the Sunreaver crew launch an all-out assault on Baron Karza's Chicago headquarters. $2.95

Mythstalkers 5 (Douglass Barré & Jiro) After the tragic events of the Minotaur Expedition, the Mythstalkers regroup and recover back in London. Unfortunately, they didn't reckon with the faerie princess Valende and her sudden control of London's criminal underworld. $2.95

Noble Causes: Distant Relatives 2 (Jay Faerber & Ian Richardson + Shane Davis) As his divorce from Celeste continues to unfold in the public spotlight, Rusty's pleasantly distracted by Cosmic Rae, a headstrong superheroine who's going to have a big impact on his life. $2.95

one-shot **No Honour** (Fiona Avery & Clayton Crain; *Top Cow;* tpbk) Collects the original 4 issues of No Honour, with a pinup by Stan Sakai, and foreword by J. Michael Straczynski, plus an all-new art preview of the second chapter in this series, coming soon. 96pg ..... $12.99.

one-shot **Paradigm Vol 1: Segue to an Interlude** (Matt Cashel & Jeremy Haun) Volume one collects Paradigm #1-4 as readers join Christopher Howells on an average Wednesday Date night with his girlfriend of two years. 152pg b&w $13.95

Powers 34 (Brian Michael Bendis & Mike Avon Oeming) The Powers' secrets are revealed. The first superhero versus the first supervillian in this, the next chapter in the largest, most important powers story yet. $2.95

Puffed 2 (John Layman & Dave Crosland) In the dark of night, amid the shadows of a dingy alley, Aaron Owens witnesses something he shouldn't have – and now he's on the run for his life. Aaron's strange odyssey through the 'hood take one bizarre turn, and then another, and his path leads him from the seamy side of celebrity, to the most wretched despair of Skid Row. b&w $2.95

Rex Mundi 5 (Arvid Nelson & EricJ) Genevieve attends a dinner party at Lorraine's cottage, where the Duke and his followers attempt to sway a rival politician to their cause. $2.95

new **Rising Stars: Untouchable** 1 (Fiona Avery & Rick Mays + Al Vey; *Top Cow)* The Rising Stars Universe continues to expand with a story of Laurel Darkhaven, a Special whose power seemed pretty inconsequential growing up. The CIA recruited her after high-school, promising she would serve her country with pride, but what she discovered in her work in the shadows was anything but honourable. .... $2.99.

Rotogin: Junkbotz 3 (Jay Lee & J. Korim + GJ Aguila) A rainy darkness hits Nalus and sets the mood for a night that changes the views and darkens the thoughts of many. $2.95

Savage Dragon 110 (Erik Larsen) The Dragon and his family are hurled into the Void and must fight for their lives against the deadly menaces found therein. Meanwhile, Dragon's allies frantically search to find them! $2.95

Shadows 4 (Jade Dodge & Matt Camp) With the unmistakable scent of failure still lingering in the air, the team must return home and suffer the consequences of their tragic defeat. And as the team grieves for the fallen, Tyler learns the fate of his employment. b&w $2.95

Soul of a Samurai 3 (Will Dixon) Though Shinzu has managed to defeat Susamajii, he now finds himself in an even more delicate balance. With his fear behind him, Shinzu begins to uncover a newfound hostility within himself, which leads him directly to the next challenge: reconciling his deep-rooted emotions. 48pg $5.95

Spawn 137 (Brian Holguin + Todd McFarlane & Angel Medina + Danny Miki) Spawn and Nyx race against time to unravel the mystery surrounding a bizarre rash of brutal murders. All the evidence seems to point to the existence of legendary monsters – werewolves, zombies, vampires and ghouls – that emerge from the shadows then disappear without a trace. Convinced that there is a flesh-and-blood face behind all this carnage, Spawn follows the trail to an unlikely and surprising source. . $2.50

new **Timeseekers** 1 (Eddie Yu & Mark Lee) Jump aboard the Warper to distant eras and travel ahead to a time just around the corner when their world and yours collides. The death of Hargan's friend acts as a catalyst that reopens the teammates past lives. $2.95

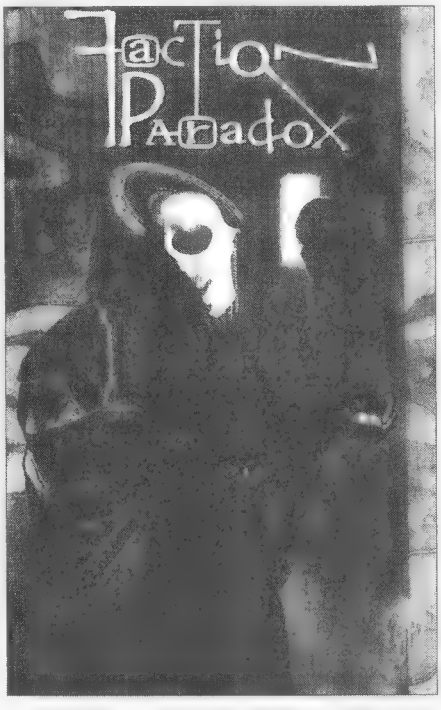
Tomb Raider 33 *(Angel of Darkness* 2 of 3; Adam Hughes & Tony Daniel + Jonathan Sibal; *Top Cow)* The saga of the upcoming Tomb Raider video game Angel of Darkness continues here. Lara takes on her ultimate nemesis, Professor Werner Von Croy. ..... $2.99.

Voltron: Defender of the Universe 4 (Dan Jolley & Mike Norton + Clint Hilinski) With a few moments to breathe, Keith and the rest of his team try to learn more about Arus and its situation, even as Sven lies in a coma. But their respite is all too brief, as they receive a visit from Zarkon's son, Prince Lotor – and to their horror, see a gigantic Coffin ship arrive, bearing one of Hagar's dreaded Robeasts. $2.95

one-shot **Whiskey Dickel, International Cowgirl** (Mark Ricketts & Mike Hawthorne) Whiskey Dickel flashes back to her humble white trash beginnings, where she kicks redneck hiney at a rodeo carnival, and hogties an ornery buffalo. 120pg b&w $12.95

Witchblade 68 (David Wohl + Francis Manapul & Manapul + Jason Gorder; *Top Cow)* Sara tries to escape her troubles in New York City by going on a plain old-fashioned road trip with nacho flavoured Doritos on the seat next to her and Erasure in the stereo, but she ends up getting embroiled in a bizarre and frightening detour. ..... $2.99.

Witchblade Animated (Paul Dini & Darwyn Cooke + J. Bone; *Top Cow)* When a prominent cleric winds up dead, the case lands in the lap of homicide detective and Witchblade-wielder Sara Pezzini. The trail leads into Church and even the depths of Hell itself, drawing the Darkness and the Magdalena in. $2.99.



close-up

Faction Paradox 1

Image Comics

Writer: *Lawrence Miles*

Artist: *Jim Calafiore*
Peter Palmiotti

In 1774, bonkers-old King George III gathers the world's powers in London for a hunt of epic proportions. But as part of this, a serving-girl named Isobel fatefully encounters the Americans' hunting dog, a bone-wielding warrior named Mayakatula, leading to devastating and bloody consequences for this crucible of history. $2.95

ON SALE AUGUST

Moonstone

one-shot **Vampire the Masquerade** Vol 1 (various; tpbk) Contains the first three graphic novels based on the White Wolf role-playing game: Toreador, Nosferatu, and Ventrue. Mature readers. 152pg $16.95

one-shot **Vampire the Masquerade: Isabel** (various) Isabel Giovanni is in Beijing with Nicholas Pope, her servant and savant, who she will use to unlock the gates of an ancient realm destroyed by the gods a millennium ago, holding important secrets for all the children of the night. Mature. 48pg b&w $4.95

one-shot **Vampire the Masquerade: Lucita** (various) A grand celebration

has been planned and Lucita of Clan Lasombra is looking forward to partaking in the festivities. However her nights are never that simple – a pack of Garou are on her trail and the beautiful (and mortal) Mariko unleashes her own treachery! Mature readers. 48pg b&w $4.95

Oni Press

one-shot **One Bad Day** (Steve Rolston) *See Close-Up, right.*

Jason & The Argobots Volume 2: Machina Ex Deus (J. Torres & Mike Norton; tpbk) A mysterious beam of light is closing in on Shimmer City, and similar columns are appearing all over the world. It's up to Jason and his robot to discover the truth behind these potentially dangerous rays! 120pg b&w $11.95

Scooter Girl 3 (of 6; Chynna Clugston-Major) Ashton speaks to his grandfather and discovers there's more to his problems with the enchanting Margaret than he realises. Her bloodline has terrorised his for centuries, and to get his life back, he has to erase this girl of his dreams at any cost! Mature. b&w $2.99

Love Fights 3 (Andi Watson) Jack and Nora know they love each other, but the odds seem to be piling against them like broken windows in their superhero world. Plus, Jack's missing cat has returned, and something isn't quite right. b&w $2.99

Queen & Country 19 (Greg Rucka & Carla Speed McNeil) Chace finds herself becoming more isolated, stonewalled by the local authorities, and now having to work alone. Mature readers. b&w $2.99

Midnight Mover 4 (of 4; Gary Phillips + Jeremy Love & Jeff Wasson) Danny's closing in on the truth behind Ginger's murder, the cops and thugs are gaining on Danny. Can he find the killer without ending up face down in the gutter? Mature readers. b&w $2.99

Three Strikes 4 (of 5; Nunzio DeFilippis + Christina Weir & Brian Hurtt) Rey has to decide what price he's willing to pay for his freedom while Noah, his bail-bondsman, has to catch someone with nothing left to lose. Mature. b&w $2.99

Sirius

one-shot **Kreeky Playground** (Aaron Bordner) Collects the surreal Kreeky Playground and spooky-fun Monster High School limited series with 30 pages of new material revisiting Alice Sinn, Evil Voodoo, Big Al, Frankie, and more. 160pg b&w $9.99

Tokyopop

new **Baby Birth** Vol 1 (of 2; Sukehiro Tomita & Haruhiko Mikimoto; graphic novel) An ancient seal has been broken, sending a flood of demons into the mortal realm. Hizuru Yoborozuki and Takuya Hijo, descendants of the great saviour who banished the demons in the past, must fight the evil spirits using their mystical powers. 192pg b&w $9.99

Battle Royale Vol 3 (of 5; Koshun Takami & Masayuki Taguchi; graphic novel) The mysterious transfer student, Kawada, has an escape plan but a shadow of doubt creeps in when Shuuya discovers that his would-be saviour was last year's program winner. Mature readers. 192pg b&w $9.99

Chronicles of the Cursed Sword Vol 2 (of 10; Yuy Beop-Ryong & Park Hui-Jin; graphic novel) In the course of the epic battle with White Tiger – and over the strenuous objections of Shyao – Rayan becomes one with the PaSa sword. She is worried that it will consume him, but he assures her that it wants only to slay monsters and not to possess him. 176pg b&w $9.99

Confidential Confessions Vol 2 (of 3; Reiko Momochi; graphic novel) Chika Suzuki chooses to attend an exclusive all-girls high school because of the famous tennis coach who works there. But this coach isn't exactly what she expected. Mature. 192pg b&w .. $9.99

Demon Diary Vol 3 (of 4; Jee-Hyung Lee & Kara Lim; graphic novel) The demon king Raenef assigns Eclipse to be his tutor, to mold Raenef into proper demon shape. The two begin a journey of discovery, and are soon joined by a human knight and a god-blessed priest. 192pg b&w $9.99

new **Duklyon: Clamp School Defenders** Vol 1 (of 2; CLAMP; graphic novel) The CLAMP School is Japan's top learning institution and home to geniuses and wunderkinds of every make and model For the little problems, like lost pets and damsels in distress, the CLAMP School Detectives are on the case, but bigger crimes call for bigger crime fighters. Enter Duklyon: the CLAMP School Defenders. 192pg b&w $9.99

one-shot **Erica Sakurazawa: Angel Nest** (Erica Sakurazawa; graphic novel) Natsu finds Ken, her husband, with another woman when she comes home early from work one day. Ken confesses that he is in love with the girl, Emi, and asks Natsu for a divorce. But for some strange reason, Natsu doesn't really feel shocked or sad. Mature readers. 192pg b&w $9.99

Escaflowne Vol 2 (of 3; Aki Katsu; graphic novel) Having adjusted to her new surroundings, Hitomi learns more about her newfound abilities and contends with her new role in the land of Gaea. 192pg b&w $9.99

Fake Vol 3 (of 7; Sanami Matoh; graphic novel) Ryo and Dee are on the hunt for a serial killer who murders women who look like prostitutes. Mature readers. 192pg b&w $9.99

new **FLCL** Vol 1 (of 2; Studio Gainax & Hajime Ueda; graphic novel) The last thing Naota needs is for his brother's ex-girlfriend to make passes at him or for an impish, playful alien to smack him in the head with a bass guitar and then insinuate herself into his family. 192pg b&w $9.99

new **.Hack//** Vol 1 (of 3; Tatsuya Hamazaki; graphic novel) Twins Rena and Shugo are two middle-school students who enter The World role-playing game as level-one characters. When Shugo's character dies, he is transported to another level where he is entrusted to bear the Twilight Bracelet by the mysterious Aura. Shugo must find out who Aura is and why she gave him this powerful weapon to protect his sister from the peculiar characters in The World. 192pg b&w $9.99

one-shot **Jimmy Neutron Cine-Manga** (DNA Productions; graphic novel) With a little help from robot-dog Goddard and buddy Carl, Jimmy whips up out-of-this-world inventions and mind-bending experiments, rocketing everyone in Retroville into adventure after adventure. $9.99

Kare Kano Vol 5 (of 13; Masami Tsuda; graphic novel) Yukino decides to hang out with her new girlfriends while Soichiro leaves town for a kendo tournament but no matter how busy their schedule is, all they really want is to be together. 192pg b&w $9.99

Lizzie Mcguire Cine-Manga Vol 2 (of 4; various; graphic novel) Lizzie McGuire starts a juicy rumour about the most popular girl in school, and discovers she has a knack for a sport that makes her feel like a gold-medal geek. 96pg $7.99

Mars Vol 14 (of 15; Fuyumi Soryo; graphic novel) Rei begins his training to become a professional racer and Kira must come to grips with how dangerous the sport really is. 192pg b&w .. $9.99

Rebirth Vol 4 (of 11; various; graphic novel) The head Bishop of the Vatican sets a trap for Deshwitat with deadly results. 176pg b&w $9.99

Saber Marionette J Vol 2 (of 3; Satoru Akahori & Yumisuke Kotoyoshi; graphic novel) Otaru and Saber Marionettes Lime, Cherry, and Bloodberry go on a mission to destroy the main computer of Gartland. 192pg b&w $9.99

new **Spongebob Squarepants Cine-Manga** Vol 1 (of 2; various; graphic novel) SpongeBob SquarePants works as a fry cook at the Krusty Krab making everyone's favourite Krabby Patty Burgers. He doesn't mean to, but he's terrific at creating problems for himself and everyone else around him, because he just tries too hard. 96pg $7.99

Under The Glass Moon Vol 2 (of 3; Ya-Seong Ko; graphic novel) The young wizard Luel has been abducted by Sage, his jealous former lover, who has devised a sinister plot to force his hand in marriage! 192pg b&w $9.99

Wild Act Vol 2 (of 3; Rie Takada; graphic novel) Yuniko discovers her mother has amnesia and doesn't remember her, but she finds surprising comfort in Ryu's company as their relationship starts to change. 192pg b&w $9.99

Zodiac P.I. Vol 2 (of 4; Natsumi Ando; graphic novel) Riri is flooded with cases involving some people who are near and dear to her but she somehow manages to go on with her life. 192pg b&w $9.99

close-up

One Bad Day

Oni Press

Writer/Artist: Steve Rolston

Marie has had bad days before. Well, those days are nothing compared to today. She's about to be chased, shot at, sexually harassed, and manipulated, and she doesn't even know why! Join Marie as she works out why some days just smell bad. This volume is printed in "special green ink" (special how, I'm not altogether sure). But if Rolston's as good as they say, this is worth a punt. 120pg b&w $9.95

ON SALE AUGUST

INTERNATIONAL

Black Library

Warhammer Monthly 71 (various) Chaos sweeps the Imperial defenders as The Eye of Terror reaches fever pitch. Plus, the god-machines storm the battlefields as Titan IV blasts back into action. b&w 40pg $3.50

Inferno Magazine 38 (various) Witness more *Doom Eagle* as the Space Marines blast enemies, alongside a frozen tale of death in *The Sleep of the Dead*. b&w 68pg $6.95

UK NEWSSTAND

DC Thomson

The Beano 3175-3178 (weekly; various) Humour anthology featuring Dennis the Menace, the Bash Street Kids, and all your favourites. £0.55

Beano Superstars 140 (various) One complete strip of the long-running humour anthology. 36pg £0.65

Classics from the Comics 86 (various) Anthology reprinting classic cartoon strips from DC Thomson's vintage kids' comics Beano and Dandy. 68pg b&w £1.20

Commando Action And Adventure Stories 3638-3645 (eight per month; digest; various) Featuring one self-contained comic strip per issue. Some new material. 68pg b&w £0.80

Fun-Size Beano 141-142 (fortnightly; various) Pocket-sized spin-off from the Beano featuring Dennis the Menace, and all the usual suspects. 68pg £0.60

Panini Comics

Action Man 87 (four-weekly; various) All-new soldier adventure yarns, plus quizzes and prizes based on the action figure. 28pg £1.50

Astonishing Spider-Man 100 (four-weekly; various; *Marvel UK)* Official UK outing for US Marvel comic adventures, with free posters and extras. 76pg £2.40

Avengers United 30 (various) Fast-paced action from Marvel's largest superhero team including the Hulk, Captain America, Iron Man, Hawkeye and the Scarlet Witch. £2.40

Doctor Who Magazine 334 (four-weekly; various) Contains feature articles and original stories based on everybody's favourite doc. 52pg £3.30

Essential X-Men 103 (four-weekly; various; *Marvel UK)* Contains material from US editions Giant Sized X-Men #1 and Uncanny X-Men #358. 76pg £2.40

Powerpuff Girls Powerzine 15 (various) Comicstrips and fun, entertaining and humorous features presented by the 3 super-heroines, Blossom, Bubbles and Buttercup. £1.75

Scooby Doo #3 (various) Regular vanquishing of baddies who, frankly would have got away with it if it weren't for those pesky kids. Also contains competitions, activities, quizzes and more! £1.99

Spectacular Spider-Man 88 (eight-weekly; various) New comic strips and games. Plus a bunch of free posters and a competition. 36pg £1.75

Transformers Armada #4 (various) Original UK comic strip, data files, cyber-puzzles, competitions and more. . £1.75

Ultimate Spider-Man #19 (various; *Marvel UK)* Computer enhanced artwork focuses on the adventures of 15-year old Peter Parker as he attempts to survive battles with evil supervillains and high school bullies alike! £1.95

Ultimate X-Men #5 (various; *Marvel UK)* Reveals the origins of Cyclops, Marvel Girl, Storm, Beast, Colossus, Iceman – and adds some razor-sharp adamantium just to hot things up! £1.95

Wolverine & Gambit 89 (four-weekly; various; *Marvel UK)* Compiles US Marvel's own brand of Wolverine comic strips plus magazine-style feature articles on the tortured toothy one. 76pg .. £2.40

Rebellion

one-shot **Necronauts Volume 1** (Gordon Rennie & Frazer Irving; tpbk) Harry Houdini must join three aficionados of the uncanny – Sir Arthur Conan Doyle, Charles Fort, and H.P. Lovecraft – to defeat an evil force. Mature. $12.95

2000 AD #1352-1355 (various) Judge Dredd investigates one of his strangest cases in *The Satanist*. Mutant bounty hunter Johnny Alpha has the taxman on his back in *Strontium Dog* by John Wagner and Carlos Ezquerra. $3.75

Judge Dredd Megazine 209 (various) Judge Dredd gives Sino-Cit a taste of Mega City justice in *Hong Tong*, and then hotfoots it sideways to continue his Cursed Earth trek in *The Wilderness Days*. Plus, all-new features and repeat-fee thrills! 100pg b&w $10.99

Rich Johnston's LYING IN THE GUTTER

The mild-mannered creator/writer of the Internet's original comics industry rumour and news column has outraged many a publisher and survived more than one change of website. But, despite several attempts to stop it, the Squiddy Award-winning gutterpress site continues to thrive, with over 20,000 hits a week at its new home of www.comicbookresources.com

From his unique vantage point, Rich often scoops the industry newshounds with his stories. Here are the highlights from this month's Gutter...

Marvel – State of Play

The following article is made up from talking to a large number of sources, from Felicia the fangirl, who brought down **imagecomics.com**, to Marvel staff members and to a number of professionals who both work for Marvel and who work within the industry. I have also joined a number of dots between different jigsaw pieces and created a mixed metaphor of my very own. But it's surprising how things slot into place so easily.

Felicia, who scooped the 'Net with her story about Mark Waid being fired off **Fantastic Four** to be replaced by Bill Jemas, caused the Brian Bendis message board, where she posts, to crash under all the traffic.

Marvel's response was for various people to e-mail me as to how it didn't matter. To post on other websites how it didn't matter and that it's only six guys on the internet talking about it (and crashing **Newsarama**). In fact quite a lot of Marvel execs told quite a lot of people how they weren't bothered, they didn't care and really, it wasn't an issue. At length:

As for the whole Bill Jemas taking over **Fantastic Four** rumour, Marvel states that the new writer, Roberto Francisco Aguirre-Sacasa, was in place at the beginning of last week, before all the rumours kicked off, and that the online fuss didn't change their plans at all.

Other sources, within and without Marvel paint a different picture. One being that Aguirre-Sacasa has been recruited for **FF** with the title later to be co-written by Bill Jemas, and then Bill Jemas finally taking over – but as a result of the online kerfuffle that scenario is not the case, or it won't be credited as such.

Marvel also has put forward the explanation that this is people getting mixed up between an **FF** project Bill Jemas was writing and the ongoing monthly series. However, since it seems Tom Brevoort, the editor of **Fantastic Four**, was the one who told Mark Waid that he would be replaced by Bill Jemas, that doesn't make much sense. After all, you'd expect the editor of the book to know who was going to be writing it. Mind you, this is Marvel.

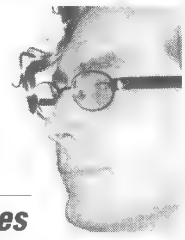
I understand that Marvel's hunt to track down just who Felicia is, and what her relationship is to Marvel, is still underway. This includes using a mixture of IP addresses and requesting moderator access to a number of fan message boards where she has been known to post. Oh, and asking the staff at Dynamic Forces, after they published my interview.

Recently, Marvel has been inviting staff members into groups to tell them that they are family, they should be loyal like family, and why is all this leaking going on?

One editor was heard to comment that he remembers all the things that happened at Fleer before bankruptcy, and he knows exactly how far Marvel is along the same path. And the phones have been ringing across the city. Most Marvel editors are believed to have been in touch with DC of late, looking for job opportunities. One who hasn't is Axel Alonso, although DC has been trying to headhunt him back. A

continued on next page...

Networks



Comics news and gossip on the Internet

Compiled by Chris Rice and his team of Netmites

Net sightings

Marvel Smash Puny Website

WITH the Marvel publicity machine in full swing on The Hulk, *another arm of the comics giant, the legal one, was focusing itself on the Skindex website.*

The website features downloadable "skins" for the computer game Freedom Force, a superhero strategy game, which enable you to play the game looking like, amongst others, Marvel characters.

In the past, Marvel has supported the site, but it appears that such support has evaporated with the current legal administration.

Jared Benson, designer of many of the skins and administrator of the site, received a cease and desist letter from Marvel lawyer Eli Bard, a portion of which was reprinted on the Newsarama *website.*

Networks *has edited some of the more interesting portions:* Given the blatant bad faith evidenced by *skindex.net*, Marvel hereby demands your written confirmation that *skindex.net* has (1) removed all Marvel intellectual property and references to Marvel intellectual property from its website or any other site (or other location); (2) abandoned all unauthorised copying and distribution of the Marvel intellectual property and (3) agreed to cease and desist from any and all other acts of unfair competition with Marvel. Given the apparent wilful nature of your actions, Marvel demands that *skindex.net* disclose all of its activities with respect to its use of Marvel's properties, including but not limited to all sales or distribution of any products bearing any Marvel intellectual property, the names and contact information for all companies that have purchased or downloaded those items, as well as the addresses of any other websites where the infringing properties have been posted.

In addition, *skindex.net* must disgorge any and all profits illegally made from its use of Marvel's property and enter into a permanent injunction in which it agrees never to infringe Marvel's property again.

Benson immediately took the skins down from the site, and closed Skindex completely. He told Newsarama: I, of course, am happy to oblige as it is their legal right to control what is done with their copyrighted property.

I do find it unfortunate that the current regime at Marvel Enterprises Inc. finds that an excited and enthusiastic fan community is a threat to their business as is evidenced in their notice. They seem to have mistaken this paltry fan-site and its collection of fan-art with some kind of corporation out to steal revenue from them with misdirection. I have been ordered to disgorge any and all profits made from the distribution of these materials.

Never has Skindex, as a website nor I, Jared Benson, as its owner and chief contributor made a single cent or more in profit or even generated revenue of any kind from this endeavour of appreciation for my favourite comics.

Moreover, I have incurred a great deal of expense, both personal and financial, to maintain what is essentially a monument of honour to the creators of each of these characters and to the company that provides the fans with wonderful entertainment on a monthly basis.

The most likely reason behind all this would be an upcoming Marvel Universe MMORG (massive multiplayer online role-playing game) that's due sometime from Universal. That appears to be some way off yet, so Marvel doesn't want the audience diluted by knock-offs that they aren't making any money from.

Networks *has discovered that at least three other "skin" sites have either shut down or removed all Marvel skins in the past few weeks, although there are still sites with Marvel skins available.*

Harsh, but ultimately a pretty shrewd pretective move by Marvel.

Triple X CrossGen

CROSSGEN has also allegedly been leaning on a website, this time the CG Underground Fan Fiction site, a recently opened site that unsuprisingly features fan fiction based on the CrossGen universe characters.

Site director Paul Richardson talked to All The Rage*'s Markisan Naso when asked about the problem:* Oh yes, very true. I am very much a fan of CrossGen and all I want to do on my own time is write some fan fiction for no other reason than a five-year-old would draw a picture of Spider-Man, but in my case, I write stories. I can't draw but I do know how to put words together and I just want to share my stories.

There was a story link off-site when the site first opened, but the writer of that story was scared into asking me to remove the link. I have not been able to go back to her site to see if she has removed it. I don't know, I'm not charging anybody or making any money whatsoever for the stories. I even said on the site that CrossGen does not support the site, in any way. I will not remove or shut down the site. They are my (and the other writers) stories, not CrossGen's.

Fan fiction is a fairly common thing online, and in fact CrossGen has

supported other sites in the past, so it seemed a little harsh that CrossGen would be coming down so hard on this site.

Then CrossGen released its own statement, which explained its attitude a whole lot more. Networks *has excerpted the main gist:* As our readers will tell you, CrossGen is a fan fiction friendly company. In fact, we have authorized dozens of fan sites to use our stories and characters, and we even have a section on our own website for fans to creatively explore the CrossGen universe.

Our policy has been, and always will be, for fans to simply email us and ask permission to use our material, characters, logos, artwork or any permutation of our intellectual property on their sites, and we will generally grant it. The primary no-nos are 1) using our intellectual property without our permission and 2) using our stories or characters in a non-family friendly manner. This specific site did both, and then posted links to their stories on our boards. In fact, it was our own fans who populate our message boards who brought the offending posts to our attention, and asked us to do something about it.

When we read the stories, we were surprised to see that the individual responsible for the posts and the stories saw fit to place some of our under-age characters in sexual situations. That concerned us greatly, and if we didn't challenge such an unauthorized use of our characters it is even possible that CrossGen could be considered compliant in proffering offensive material over the Internet.

For a company that just launched an educational program being used in schools, a company developing its stories and characters into TV and film projects and soon to launch DVDs featuring these characters into toy stores, we clearly could not allow this to go unchallenged.

Di Another Day

Predictably, the ***Daily Mail*** *is up in arms about the upcoming addition of Princess Di to Pete Milligan's X-Statix team. Milligan himself replied to its outrage on* ***The Guardian****'s website:*

I thought it was time we had a real dead girl in the team, and, clearly, Diana was made for **X-Statix**: someone famous for being famous. In the world of the X-Men, the mutants are feared and hated. In **X-Statix**, they have turned this around and made themselves stars – glamorous, rich and powerful. That seems, to me, to be pretty much what Diana did inside the Royal Family.

The **Daily Mail**'s anger was, I suppose, predictable, although I suspect that the **Mail**'s readers are not our target audience. I was amused to read a source from the Palace saying that it was "appalling". I presumed that they all hated and feared Diana, and breathed a collective, establishment-sized sigh of relief when she died.

In fact, I'd really like to do a story where David Beckham joins **X-Statix**. He's the perfect example of someone whose power – the ability to boot a ball around – has been dwarfed by his celebrity status.

I'd like to have him run around in a spandex superhero costume, become a homo-erotic pin-up, get his nose busted in a fight with the Hulk and, as a result, have millions wiped off his "share price". Although, somehow, I don't think I'll get that one past the lawyers at Marvel Comics.

Interestingly enough, the ***Mail*** *ran a survey asking whether this was actually sick and twisted, or just a harmless piece of fun.*

At the time of writing, 82% thought it was a harmless piece of fun.

Who edits the editors, eh?

Chris Bunting's COMICS WEBWORLD

Having smashed US box office, *The Hulk* hits these shores on July 18, so what better time to review a few sites dedicated to everyone's favourite not-so-jolly green giant? The obvious starter has to be...

HULK MOVIE: UNOFFICIAL *www.hulkmovie.com*

Launched back in the summer of 2001, with in-depth cast and crew info, movie reviews, interview links (everyone from Eric Bana to Peter David) and latest gossip (even rumours on *Hulk II*). This offers as much as – if not more than – the official movie site. **8**

ERIC BANA *www.eric-bana.com*

All about the star of *The Hulk*, the Australian actor/comedian, Eric Bana. Some of the sections are out of date (the movies *Chopper* and *Black Hawk Down* having more coverage than *Hulk*) and it should link to the **Internet Movie Database** to give it more substance. However, this Bana dedication existed before – and would regardless of – *The Hulk*, and therefore not being a typical flash-in-the-pan website, it will no doubt, like the green goliath himself, grow. **6**

HULK TV SHOW PAGE *www.bryanshulkpage.com*

If the only Hulk for you is the one from the cult 1978-1982 TV show, then stop by here, Bryan Kennedy's dedicated site. The highlight has to be the opportunity to read unfilmed scripts from the show, but there's also an episode guide (with trailer downloads), images and cast profiles. This might not be the best looking or smoothest Hulk site out there but it is fun and offers a lot. **7**

PETER DAVID: OFFICIAL SITE *www.peterdavid.net*

Peter David truly is a "writer of stuff", having successfully turned his hand to everything from novels to TV shows to (of course) comics, and the one that really made his name was **The Incredible Hulk**. Having scripted it for over a decade (virtually every issue from 328-467) he pulled the title away from approaching cancellation up to a critically-acclaimed epic which came close to highbrow literature. Interestingly enough, David has also written the official novelisation of the film and just to strengthen his link with the character even further (if necessary), his site's blue tinge has temporarily changed colour to green. A carefully constructed and enjoyable site. **8**

Honourable mentions: www.louferrigno.com and www.geocities.com/lairofthegreyhulk/

Rich Johnston's LYING IN THE GUTTER

continued from previous page...

combination of an increased salary, keeping his separate office when other editors are having to share, the prospect of replacing Joe Quesada as Editor-in-Chief when Quesada decides to leave, and a lack of desire to work with certain individuals at his old company have seen Axel stay at Marvel.

When Joe Quesada was young and fresh he made much mention of hiring the right creators for a title then letting them do what he hired them to do with minimal interference. That really is pretty much history these days with Bill Jemas especially taking a hands-on micro-management approach to many books. Some are exempt – Joe Michael Straczynski recently confirmed that he had a contractual agreement that his work would not be editorially altered. Neil Gaiman seems to have something similar. Mark Millar seems to avoid much editorialisation. Brian Bendis welcomes it, stating that he gets ideas from Joe and Bill, and that what wins through is a great story.

However, on the other hand, **Marvel Boy II** is not happening because Bill Jemas wants to change the script and Grant Morrison doesn't. And freelancers repeat the common accusation that not only do they get copious notes on changes to be made, but often those notes will then contradict each other.

One scenario is that books are being made to appear more like the upcoming films well in advance and that the credit for the ideas in the film when they eventually emerge will then be taken by the comics side of the business – Namor is seen as a good example of this. It is also believed that Bill Jemas wants to improve his Hollywood links this way for a future career. This won't happen easily within Marvel, as Avi Arad has quite the beef with Bill over... well, pretty much everything. Bill wants Marvel to be bought by Sony, Avi wants Universal.

But what about the rest? It appears that this may be an advanced version of the Red Queen's race, running as fast as you can so that you can stay in the same position. The micro-management may be a symptom of a far larger cause – self-survival. There are moves, it seems, to isolate the publishing side of Marvel. Despite recent increases in profitability, and indeed a history of profitability through the bad times, it's still a small part of the money coming in these days. And since so much time and energy is spend on the publishing side, with such small profit, is it really worth it when that attention could be spent elsewhere?

Joe and Bill are involved in arguments within Marvel to preserve the publishing wing as the very lifeblood of the company. Internally the argument has been made that the titles and properties could be licensed out to other publishers, but Bill argues that what Marvel would lose is control over their very bloodstream and future.

So control must be visibly demonstrated and demonstrated to be financially beneficial if Marvel is to survive. After all, what good is it to show a very successful book, with little editorial input? What's the point of the editor then, why can't the book be licensed and a cut taken? Could this be the trade off for fans? Accept a high degree of editorial involvement in your favourite titles, in return for having a Marvel in existence to publish them?

Porn Again

Avatar Press will be setting up an imprint of full colour original graphic novels based on the Vivid Video adult film stars. Steven Grant and Antony Johnston are the writers. The imprint will be sold as coming from Vivid Comix, not Avatar. The books will feature all the Vivid Girl stars from their movies and will be distributed to adult video stores world wide, as well as the comics direct market.

Reviews

Because few retailers allow titles to be read before purchase, ***Comics International****'s comprehensive reviews section enables comics readers to keep abreast of the wide range of titles currently being published and draw readers' attention to comics they might otherwise ignore. Naturally, this section is of even greater benefit to readers who rely solely on mail order, as they can only judge the quality of a title after purchase.*

Review codes: *Individual titles are judged against all similar comics past and present on a* ***1*** *to* ***10*** *basis, while a comparison is made against previous issues of the same title, ranging from <---> to <+++>. Hence, a quality comic may score an 8 against all others, but have slid from a previous issue's 9, denoted by <->. No change is marked <=>. We do not compare* ***Bone*** *with* ***X-Men****, but review each within their genre.*

Review panel: *Marco Antony (MA), Chris D. Bowen (CDB), Chris E. Bunting (CEB), Rob Cave (RC), Jon Edwards (JE), Alex Fox (AF), Kelvin Green (KG), Stephen Hall (SH), David Knight (DK), Andrew Lewis (AL), Dominic McDonagh (DM), Scott Montgomery (SM), Lee Nelson (LN), Rob Nott (RN), Tim Pilcher (TP), Terence Stewart (TS), Mat Thomas (MT), Alex Thompson (MAT)*

CrossGen

The Crossovers 4

by Rodi & Mauricet + Colon

<=> The genres of vampire, sci-fi, fantasy and superhero mix with increasing rapidity in this, Code 6's most illustrious title. Writer Robert Rodi has everything mapped out right down to the finest detail and Belgian artist Mauricet delivers equal substance, bringing out the right balance of comedy and drama. A television series now looking likely, this is a mainstream treasure. (CEB) 8

Sigil 35

by Dixon & Eaton + Hennessy

<+> Blasts from the past as Chuck Dixon weaves an absorbing tale from Sam's time in the human-Saurian war. The sci-fi influences – such as Red Dwarf and Aliens – are clear but the creators bring enough to the proceedings to keep it away from mere copying. Artist Scot Eaton excels as he goes out with a cinematic bang this issue. One of comicdom's better sci-fi offerings. (CEB) 7

Way of the Rat 1

by Dixon & Johnson + Ryder

Free comic. 32 solid pages of carefully written and beautifully drawn magic and martial arts adventure. Boon Sai Hong, the Jade Rat, steals an enchanted ring of power that augments his thief skills by endowing him with amazing martial arts prowess. I had no idea who'd written or drawn this until I found the credits at the end, and I have little patience for this genre; yet I was totally enthralled. (DK) 8

Dark Horse

B.P.R.D.: The Soul of Venice

by Gunter + Oeming + Mignola & Oeming

The team's adventures into the mysterious continue without Hellboy, as Mike Mignola allows another great artist to illustrate his characters. Michael Avon Oeming's stylish blocks of ink are very similar to Mignola's own style, yet with a more cartoony touch. The team investigates the fouled waters of Venice, polluted by a vampiric spirit and an all-but-obligatory dark god. (MAT) 7

Sock Monkey 1 Sock Monkey 1

by Millionaireby Millionaire

Uncle Gabby and Mr Crow bear the wrath of the undersea population when Inches the doll captures a sea horse. The quirky tomfoolery of the subject matter belies intricate talent of this incredible strip. Impossible to pigeonhole unless under genius. (CDB) 9

Star Wars: Empire 8

by Chadwick & Wheatley + Chuckry

<+> The four-part serial *Darklighter* begins here with a superb first chapter. Fans know that Luke's friend Biggs Darklighter initially had a fairly substantial part in *Star Wars: A New Hope*, but almost all of his scenes were cut from the final film (although one was later restored for the Special Edition). This storyline takes place just before the events of the movie, expanding on situations hinted at on screen. Writer Paul Chadwick obviously knows his Star Wars lore, and the artwork of Doug Wheatley and Chris Chuckry has an elegiac beauty. This issue is also a reminder that Lando Calrissian was not the first Star Wars character to sport a moustache and cape with such panache! (SH) 8

DC Comics

The Authority 2

by Morrison & Turner + Regla; WildStorm

<-> Sadly no improvement from issue 1. Bland generic art matches a bland generic script and it becomes apparent that DC's once visionary superhero title has been distilled into yet another guys-in-spandex mag. Compare this with the Ultimates and you'll realise just how deeply unsatisfying the Authority has become. (RN) 5

Batgirl 40

by Horrocks & Sibar

<-> Writer Dylan Horrocks sends Barbara and Cassandra on an ocean cruise so that Adrian Sibar can draw lovely cheesecake shots of the boat architecture. Such a coincidence that Superboy is on the same trip. Can we have the proper creative team back now, please? (AF) 4

Batman 615

by Loeb & Lee + Williams

<-> The Riddler is the latest villain to be roped into Jeph Loeb's plot, and the identity of the not-so-mysterious bandaged enemy is revealed: but it turns out not to be Two Face after all. So to speak. The artwork cannot be faulted, and the background details of Batmobiles and dirigibles are to be marvelled at, but it's another routine outing for Bruce and Dick this month. (DK) 6

Batman: Gotham Knights 41

by Beatty & Cypress

<-> Batman teams with the (lame) Elongated Man to decipher a drugs dilemma. Unfortunately Toby Cypress's art is so cartoony it is distracting to the plot. Much more appreciative is the Ryan Sook-drawn Bat back-up written by Ed Brubaker, affirming the influence of the Bats shadow. (CDB) 7

<---> The scary new 'designer drug' is one of the most tedious plot devices in comics, and here's a particularly stupid example. Batman's investigation of the bendy drug 'elastix' leads him to consult Elastic Man. I challenge anybody to care about what ensues. Ed Brubaker's black and white back-up story, drawn by Ryan Sook, is somewhat better. (DK) 5

Beware the Creeper 2

by Hall & Chiang; Vertigo

<=> The mysterious vengeful burglar causes grief for the upper classes of 1920s Paris, as a disturbed sister takes on the persona of the laughing manic. Cliff Chiang does a brilliant job evoking the vibrant, yet dark spirit of the city and its art scene while Jason Hall shows he has done his research with plenty of guest appearances of artistic celebrities. (MAT) 7

Doom Patrol 21

by Arcudi & Huat

<-> The Doom Patrol are to be used as temporary host bodies for the Guardian Spirits served by Tycho Bray. If only he'd asked first, a lot of aggravation might have been saved for all concerned. Read Tycho Bray's other origin story here if you like, and find out which member of the team is most badly hurt when their HQ explodes. (DK) 6

<++> The penultimate issue: fortunately Tan Eng Huat is back in the artist's seat with his brilliantly eccentric linework and stylish character designs on full display. The mad monk Tycho finally manages to fulfil his task, only to find himself betrayed by the Chinese spirits in possession of Robotman's team-mates. Although this final confrontation seems slightly abrupt due to the title's impending demise, John Arcudi is still managing to maintain interest in the dysfunctional team. (MAT) 7

The Flash 198

by Johns & Kolins + Hazlewood

<+> The family's all present to hear Wally and Linda's news, when Zoom unleashes his attack on Keystone City, first using sonic booms to cause property damage, and then raining blows on Jay Garrick. Hunter Zolomon has become a deadly, deranged enemy who will stop at nothing to make Wally suffer. The perfect team for this book turns out the best episode since Grodd's prison break-out. (DK) 7

Global Frequency 8

by Ellis & Sprouse + Story; WildStorm

<-> Miranda Zero is grabbed by unknown hostiles who happen to be the most inept interrogators I've ever seen. Their strategy seems to be to bore her into submission. Meanwhile the usual team of hi-tech antiheroes races against the clock to rescue its leader. This month's plot gadget is one of those giant 'standing room only' jet packs you see advertised in Expensive Stuff for Men magazine, which presumably is where Warren Ellis gets the ideas for many of his Global Frequency stories. (RN) 5

<++> Kidnapped and tortured, Miranda Zero has one hour to give up the identities of everyone on the Global Frequency before she is murdered. This mini returns to top form this issue with a mad scramble of freaks, oddballs and cool killers racing to find Zero in a breathlessly tense little thriller that keeps your pulse racing to the end. The art team turns in some great work, which is stylish and dynamic, and Ellis's action-speak dialogue is right on the ball. Lovely. (MT) 8

<+> Warren Ellis employs Chris Sprouse's

Sojourn 22

by Marz & Land + Leisten

<=> Arwyn, Gareth and Cassidy go in search of the elusive race known as the Urnethi, but is this a fatal mistake? Writer Ron Marz is completely at home in this J.R.R. Tolkien-esque landscape, only ever affording his heroes a moment's respite. Penciller Greg Land with his almost lifelike art and command over facial expressions will surely make a big impact in comics. (CEB) 7

<++> Greg Land returns to art duties and this time around he really does excel himself. From the teasingly sensual cover to the gloriously lit opening pages, his art has never been better. I must also praise the colourist, Justin Ponsor, because his palette of colours actually glows on the page. This is the most evocative impression of heat, light and landscape that I've ever seen in a comic. I swear the desert scenes actually feel warm to the touch. The story's bloody good too. (RN) 9

clean lines for the latest instalment of his international anti-terrorist network. Things get personal for the group, as feisty field leader Miranda Zero is kidnapped by yet more terrorists set on world chaos. Another seat-of-your-pants adventure ensues as a team of laptop connected specialists is gathered to find her. Ellis obviously has more faith in the generation-www than his on-line baiting would suggest. (MAT) 8

Gotham Central 7

by Rucka + Lark

<+> Detective Montoya is outed at work, and her life turns to crap. Rucka writes an intelligent character study of a woman being pushed to her limits, while Lark draws like an absolute dream. (TS) 8

Graduation Day 1-3

by Winick & Garza

<--> A rotten example of comics by committee; Judd Winick may have the writer's credit, but editorial fiat seeps from every fibre of this cobbled together plot that really has no redeeming value other than to facilitate a pair of senseless deaths and a couple of new series. Ugly art, words, and premise; don't wait for the inevitable trade paperback. (TS)2

Harley Quinn 33

by Lieberman
& Huddleston + Nixey

<-> Andy Lieberman returns to his usual form this issue, starting predictably enough with an explosion, and it's all downhill from there. What is 'the code has been surgically scanned onto a retina' supposed to mean? It's back-to-front gibberish! I think I'll lay off reviewing this title for a bit. (DK) 4

Hellblazer 184

by Carey, Frusin; Vertigo

<=> John Constantine hot foots it down to South America to take part in a poker game with the local Magi and to intrude upon the Swamp Thing's isolationist policy once again. Mike Carey shows himself to be very adept at dipping into the lush backstory of DC Vertigo's old school universe and his inclusion of Mr Thing should produce a classic run. This is vintage John Constantine as all the old fans will remember him. (RN) 8

H-E-R-O 4

by Pfeifer + Kano

<+> A satisfying, although slight, conclusion to Jerry Feldon's story, which still managed to bring a lump to my throat. Bless. Kano's evocative art and Dave Stewart's sumptuous colours are an absolute pleasure. (TS) 7

JLA 81

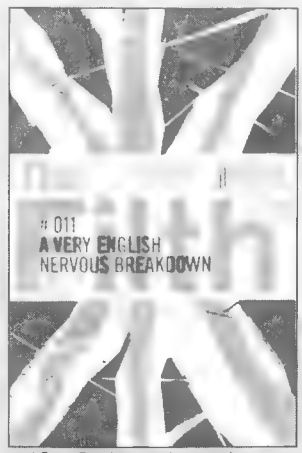
by Kelly & Rouleau + Sowd

<-> The JLA has been set up over the destruction of the Safe Haven compound, with each of the heavy hitters believing they are responsible. With Superman in custody and Faith and Major Disaster on the lam, the remaining Leaguers do the detective work and find no trace of a body. Joe Kelly continues to develop an intriguing scenario, leading to a showdown with some seriously nasty villains. (DK) 8

JSA: All-Stars 2

by Goyer & Johns + Winslade + Loeb + Sale

<-> In the words of Hawkgirl, "That is so incredibly lame", as she visits her <choke> adopted daughter, and the Golden Age Hawkman is late for dinner. While the retro art on the GA Hawkman vignette has a certain charm, both stories are so slight that I reckon they were suffering from a particularly virulent eating disorder. (TS) 3



The Filth 11

by Morrison
& Weston + Erskine; Vertigo

<=> Our antihero finally snaps as the supercleansing forces of The Hand close in to eradicate him. Greg Feely and his para-personality Ned Slade are sanctioned to die as an antiperson at the hands of a communist chimp with an atomic handgun. Morrison's crazy ideas continue to bubble but will the series finale offer the fizz? (RC) 7

<+> Greg Feely discovers that he is exactly who he thought he was. It sounds crazy but Grant Morrison makes it work, and although he has essentially made almost all of the ten previous issues irrelevant and obsolete, the reader does not feel cheated. Chris Weston and Gary Erskine continue to do an excellent job illustrating the insanity. (KG) 8

<+> Greg fights back against the madness of The Hand, taking revenge on his treacherous replacement and the manic Russian space-chimp Dimitri-9, and uncovers the chilling truth behind his recruitment to the secret organisation. Chris Weston's clear yet equally twisted art shines under Hifi's lurid colouring as Grant Morrison finally starts to tie up events of his bizarre international clean-up crew. No doubt this will all make sense eventually, like some dirty wet dream. (MAT) 7

Stormwatch: Team Achilles 12

by Wright
& Smith + Nguyen; WildStorm

<=> Micah Ian Wright begins to relate the disastrous origins of the transporting device used by the macho anti-superhero team. New artist C.P. Smith's clear lines are impressive once again, although less eccentrically inked for some Geoff Darrow inspired splash pages. Although it remains a fun action book, Wright doesn't make this the easiest of reads – even for a regular – meaning you might well require your WildStorm history book to make sense of things. (MAT) 7

Superman 193

by Seagle & McDaniels

<--> Despite claiming to be part two of two, this appalling hack job merely continues Seagle's hackneyed storyline, in which generic bad guy Radion uses mystery technology to misdirect Superman but gets beaten anyway. Almost nothing is revealed about the new, overly butch, fashion disaster Supergirl, and McDaniels style of imbuing even Lois Lane with a bodybuilder jaw muddies an overly complicated plot which requires sensible people to behave like idiots in order to drag out the page count. (AF) 3

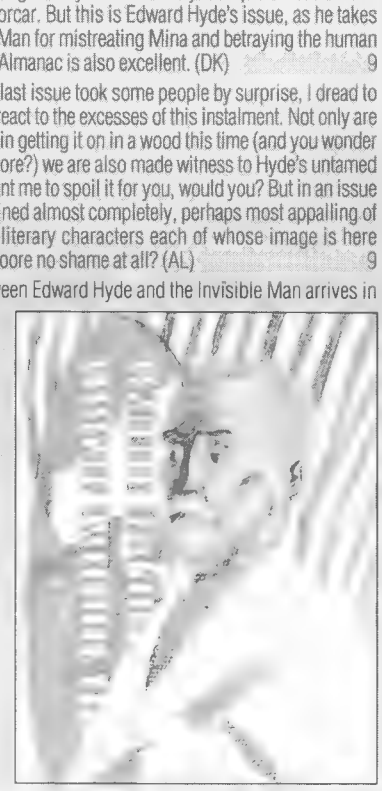
League of Extraordinary Gentlemen 5

by Moore & O'Neill; America's Best Comics

<+> In the throes of passion (against a tree!), Ms Murray and Quatermain are captured by Dr Moreau's experiments, including a scary white bear in yellow plaid trousers and scarf, and a toad driving a tiny motorcar. But this is Edward Hyde's issue, as he takes gruesome revenge on the Invisible Man for mistreating Mina and betraying the human race. Chapter Five of the Traveller's Almanac is also excellent. (DK) 9

<+> If the bedroom shenanigans of last issue took some people by surprise, I dread to think how such sensitive souls will react to the excesses of this instalment. Not only are we subjected to Mina and Quatermain getting it on in a wood this time (and you wonder why we don't have an Empire any more?) we are also made witness to Hyde's untamed libido, as he... well, you wouldn't want me to spoil it for you, would you? But in an issue where the Martian invasion is sidelined almost completely, perhaps most appalling of all is the menagerie of children's literary characters each of whose image is here tawdrified beyond repair. Has Mr Moore no shame at all? (AL) 9

<+> The inevitable showdown between Edward Hyde and the Invisible Man arrives in style. But stealing centre stage this month is Doctor Moreau's hybrid genetic creations, one of whom resembles a ferocious Rupert Bear. LOEG is arguably the best Alan Moore comic at the moment having none of the simplicity of Tom Strong and none of the extravagance of Promethea. (RN) 8



<+>Mina and Alan go for a bit of a rough walk in the woods while on a secret mission to Dr Moreau for the government, and Mr Hyde has a perversely amorous liaison with the treacherous Invisible Man. This is the stuff that great comics are made of, both intelligently and entertainingly written, and beautifully and grotesquely illustrated. An absolute joy. (MT) 9

Sweatshop 2

by Bagge + Destefano + Wray

<=> Cowardly art assistant Nick finds his attempts to bite the hand that feeds him backfire, as bigoted boss Mel Bowling discovers his less-than-flattering caricatures. Meanwhile Peter Bagge rips into TV animation as insecure assistant Carrie finds herself stuck between Mel's attempts to 'represent' her and manipulative TV execs interested in developing her self-published comic. Bagge's frantically exaggerated artistic style and mocking scripts smack hard at the no-hoper workers and their neurotic boss. (MAT) 7

Tokyo Storm Warning 1

by Ellis
& Raiz + Currie; Cliffhanger

A US pilot joins Tokyo's Big Robot division and has to save the city on her first day. Both the art and writing on this are distinctly average, and while there are hints that this series will do something unique with the genre, nothing revolutionary has emerged at this point. (KG) 6

Vertigo Pop: Bangkok 2

by Vankin & Camuncoli; Vertigo

<--> After an interesting debut issue, this new Vertigo Pop title treads water and suddenly feels like the writer doesn't know where to go with his characters and opening premise. There's a lot of running around chasing after an elephant and planning to save a young Thai girl from a life of sexual slavery, but it all comes across as filler material. This doesn't bode well for the direction of the series. (RN) 5

Wildcats Version 3.0 #10

by Casey
& Nguyen + Friend; WildStorm

<=> Grifter's reluctant black ops replacement makes a botch of his first assignment to abduct the FBI's augmented family members. Joe Casey has thoroughly upset the format of this once clichéd superhero title; even the action issues are now turned on their head. Unfortunately Dustin Nguyen's cartoon-style art is starting to appear a little out of step with the slightly more stylish tone of the new volume. It's a shame his evocative cover style isn't carried over into the main body. (MAT) 7

Image

The Agents 2

by Gunstone & Dunn

<=> The concept of this series is brilliant, a Planetary/LOEG style world where all those classic '60s and '70s British sci-fi and spy characters coexist. Ben Dunn's art is always lovely to look at, even in black and white, and Kevin Gunstone writes both the action and the more intellectual elements superbly. (KG) 8

Grrl Scouts: Work Sucks 4

by Mahfood

<=> Things finally go right for the newly employed grrls, as Daphne attempts to keep

an obnoxious DJ and doped-up rap group out of trouble; Rita copes with a jealous graffiti artist; while Gwen has to deal with small-fry at a youth centre! Jim Mahfood's groovy street art may be a cool as ever, but his annoyingly inane 'street' dialogue and stilted preachy conversations really grate. Maybe the grrls were more fun on the run than teaching us how children 'say it like it is'... (MAT) 6

Masters of the Universe Volume 2 #3

by Staples & Santalucia + Fontana; MVCreations

<=> Under yet another terrific Emiliano Santalucia cover, the action continues as the city of Avion comes under attack from an unseen menace. With Man-At-Arms in a coma, He-Man is sent to their aid but it seems this may be too little too late. Despite last issue's frenetic fighting, writer Val Staples cleverly keeps the pace Wind Raider-fast rather than doing the expected expository issue. Artist Emiliano Santalucia makes it all looking super-slick. (CEB) 8

Micronauts 8

by Jolley & Kurth + Schulz

<+> The heroes follow Baron Karza to Earth, and are appalled by the devastation they find there. The creative team's vision of Karza's invasion is inspired, from a fire fight between jet aircraft and tiny battle cruisers, to gruesome live dissection... all done by men barely two inches tall, by virtue of their superior technology. It's like Mars Attacks, but with a disparity of scale. (DK) 7

Micronauts: Karza 4

by Krueger & Kurth + Schulz

<=> In the final part of this miniseries, the Pharoid priest fights Karza to the death (guess whose), and Archer is returned to his comrades in the future in a quite ingenious manner. It all concludes satisfactorily, with a few nice Planet of The Apes style cyclical touches. Karza's fleet contains enough vintage Micronauts battle craft to please most nostalgia buffs. (DK) 6

Tomb Raider 31

by Rieber & Mhan + Sibal; Top Cow

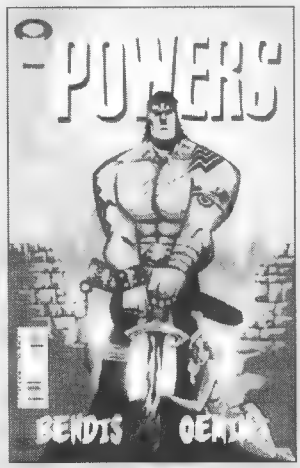
<-> Hired by shady businessman Don Alvaro, Lara Croft arrives in Guatemala in search of ancient gold. This pedestrian book has always seemed aimed at pre-teens; yet, especially during previous writer Dan Jurgens' tenure, it has also paradoxically contained lesbian and other mature content. It is perhaps this confused mix, allied to a stultifying paucity of vision, that has helped to undermine the title's credibility. (JE) 4

Marvel

Alias 23

by Bendis & Gaydos; MAX Comics

<=> The highly anticipated Jessica Jones origin story has turned out to be something of a letdown. There have been a few amusing pokes at conventional Marvel continuity but nothing to write home about when compared to the rest of the series. In hindsight perhaps this could have been better told through a series of teasing flashbacks scattered throughout the title's run. This is I'm afraid a very rare dip in quality from Brian Michael Bendis. (RN) 6



Powers 32

by Bendis & Oeming

<=> With the second issue of the new story arc it becomes clear that BMB intends to explore the presence of super powers throughout history and perhaps deal with the question of where they came from in the first place. Despite this issue showing alarming possibilities of a Highlander 2 style revelation that all super powers originate from some other worldly source, the story builds up the narrative well. My only criticism – Mike Oeming isn't really suited to dealing with historical settings. If only Greg Land had been available to draw this issue instead. (RN) 7

<+> The history of the Powers world continues with this nod to Conan, as a mighty warrior tries to leave his evil King's army. Gobs of history, characterisation, action and tension (but no shagging monkeys!) continue this excellent storyline, which is beginning to seem worth missing the regular story for. Excellent cinematic writing, lovely caricatured art, what more could you possibly want from a comic? (MT) 8

<+> After the carnal delights of prehistoric monkey sex, Brian Michael Bendis turns to loincloth-clad swords and sorcery, as a familiar looking warrior enters town, only to be once more drawn to fight his eternal opponent. Bendis is obviously building up to another big storyline for his revelations about the origins of superpowers, but I'm left hankering after foul-mouth detectives and caped crusaders with dirty secrets. (MAT) 7

<=> The orphaned Jessica returns to school only to find herself the object of ridicule from her classmates and misunderstood by a certain geeky guy called Peter. She also finds herself in the possession of miraculous superpowers, but this being a Brian Michael Bendis book, things don't exactly go to plan. Bendis manages to balance the brilliantly comical yet touching moments on the same page, while Michael Gaydos's simplified retro-style for this origin tale captures bad haircuts best forgotten. (MAT) 8

Amazing Spider-Man 53

by Straczynski & Romita Jr + Hanna

Plenty to cringe at here, with Straczynski, as usual, cocking up his humour beats and over-egging the dialogue. In the midst of the regulation super-heroics (Spider-Man battles a tenuous patchwork of genre clichés – they even pinched the name from an old Steranko character), we suffer the usual Straczynski dud gags and tumbleweed one-liners, and this gal-talk between Aunt May and Mary Jane is becoming totally vomit-inducing. John Romita Jr is carrying this book – his lithe, insectivoid Spidey has real visual charisma. (MA) 6

<=> Both inside and out, this title is all about setting the past right. Relating to the former is the actual story in which the gamma mobster seeks retribution against Forelli (but that's okay, he has Spidey as his bodyguard). As for the latter, this concerns Marvel's abolishment of its previous policy of "de-aging" Peter. This, along with the forthcoming reversal to the title's original numbering, will prove that Marvel once again has absolute faith in its flagship character. (CEB) 8

Avengers 67

by Johns & Coipel + Lanning

<+> Death and deception dog the footsteps of Earth's Mightiest as the virus and the Dept of Defence deal a double blow. Geoff Johns weaves multiple elements to develop a three dimensional attribute to the characters. Olivier Coipel's elaborate work may soon rival that of Bryan Hitch's Ultimates. (CDB) 8

<=> Geoff Johns turns in his third not-crap issue in a row as the Avengers battle a man-made plague. Olivier Coipel and Andy Lanning produce gorgeous art, while Johns produces some deft characterisation and exciting plotting. If only the politics weren't so garbled, this would be great. (KG) 7

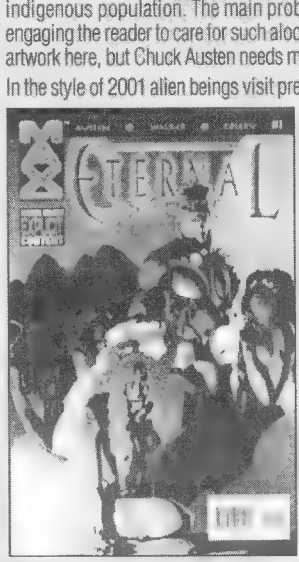
<=> The team's discovery of the secret US research lab causes Captain America to question his beliefs once again as the culprits behind the attack are discovered. Meanwhile the sinister Secretary of Defence takes steps to curb the threat posed by the Avengers. Geoff Johns continues to impress with his characterisation of the group, while his big-screen take on the threat pushes the title beyond its usual four-colour fantasy. Olivier Coipel's fine-lined art and modern designs also bring the team up-to-date without having to stick an 'Ultimate' prefix to the title logo. (MAT) 7

The Eternal 1

by Austen & Walker + Coleby; MAX Comics

The godlike Eternals arrive on primitive Earth and proceed to experiment upon the indigenous population. The main problem with books concentrating on deities is in engaging the reader to care for such aloof beings. Kev Walker provides some exceptional artwork here, but Chuck Austen needs more sense and less sex in his scripts. (LN) 5

In the style of 2001 alien beings visit prehistoric man and do stuff to them. However with the mature readers tag you can guess what sort of stuff. This is a great sci-fi epic in the making which owes more to European SF comics than the Marvel universe which it's set in. It's got bags of characterisation and plot which frankly I don't expect from Austen, and the art is superb. If you want a mature title from Marvel that's more than swearing superheroes, check this one out. (MT) 8



Chuck Austen turns his attentions to monkey sex – didn't he know Powers dealt with this last month? the immortal interplanetary terraformists arrive on Earth, but their desires get in the way of their attempts to create a slave race. Austen does an intriguingly risqué job updating the Kirby concepts for the mature audience. Kev Walker's truly epic and violent opening confirms that this isn't exactly high-minded 2001 territory. (MAT) 7

Captain America 13

by Austen & Lee; Marvel Knights

<+> Continued intrigue for Steve Rogers when numerous adversaries manipulate his memories. Jae Lee shrouds the scene in shadows adding to the evasive atmosphere of the story arc. And if Cap and Bucky were frozen in the ice, where is Bucky now? Could the Truth be revealed? (CDB) 9

<=> Following his vision quest, Cap's suspicions that the American military deliberately left him frozen in ice seem confirmed when he receives some old film reels. Yet how do underwater assassins fit into all of this? Chuck Austen scripts a dark, foreboding tale which of course is the perfect kind for artist Jae Lee. More questions than answers, this title has become Marvel's unexpected arena for conspiracy theories. (CEB) 8

<+> Of course we've known for some time that everything in life is a conspiracy, but poor Cap is only now beginning to realise this as he sifts through evidence of a Government-led plot to freeze him in ice during the latter years of WWII. Yes, it's revisionist comics history time again, but for the most part Chuck Austen handles the story well, and Jae Lee's art never fails to impress. (RN) 7

<=> Chuck Austen begins to explore the disturbing consequences of Cap's rediscovery, as he calls to question the motives of his government and comrades. Jae Lee's detailed shadows and inking with regular colourist Jose Villarrubia come together to create ominous and unsettling art that perfectly captures the tone of the tale. Unfortunately the pace of title since its Knights revamp remains rather sluggish, however pretty the artwork. (MAT) 6

Captain America 14

by Austen & Lee; Knights

<+> It's interesting how a new art style can suddenly transform the feel of a book. With Jae Lee on pencil duties this title suddenly has a fluid grace and subtle intensity that it previously lacked in the John Cassaday issues (good art though it was). Lee's art perfectly suits the brooding, soul searching theme of the current storyline and presents a cold looking world at odds with the brighter pages of other Marvel titles. (RN) 7

Captain Marvel 9

by David & Reis + Sotomayor

<=> Peter David uses the arrival of new

regular artist Ivan Reis to change direction, not only by bringing Rick Jones back to the forefront but also by keeping proceedings street ... and roof ... level. The reader is whisked along as always and the meeting of the unhinged Captain Marvel and brutal murderer Karl Coven can only spell trouble. A monthly masterpiece. (CEB) 9

<=> Peter David kicks off a new story arc with Rick Jones brought to witness the execution of psychotic murderer Coven. Unfortunately for Rick, Coven's apparent resurrection and vengeful tendencies grab the attention of the similarly disturbed Genis. David takes odd delight in portraying the unhinged protagonist, which allows for his tight pacing and comical dialogue. Unfortunately the direct colouring on Ivan Reis's pencils fails to induce the same awe as previous issues. (MAT) 7

Captain Marvel 10

by David & Reis + Sotomayor

<-> Spider-Man comes to the rescue of a distressed alien, only to find himself on trial in the demented Genis's court. Meanwhile Rick Jones finds himself receiving the adoration of millions in the Microverse. The direct colouring for the book continues to betray Ivan Reis's pencils, leaving it looking somewhat incomplete. Peter David's script similarly suffers, with some bizarre characters and a rather pointless guest star. (MAT) 6

The Crew 1

by Priest & Bennett + Miki

A broken down James Rhodes tracks down his sister's killers in Brooklyn, renewing his sense of purpose in the process. A more restrained and laid back effort from Priest, which, coupled with Joe Bennett's Risso-esque stylings make for a smart book, long on ethics but short on easy answers. (LN) 6

Daredevil 47

by Bendis & Maleev; Marvel Knights

I've done a tragic piece of research, and my sad stat is that, since Bendis began his current run on Daredevil, out of 2,704 comic book panels, Daredevil has appeared in just 348 of them; that's a Man Without Fear total of just 13%, with 7 complete no-shows, including the first two issues of this 'Hardcore' story arc. Daredevil has become an elusive crimson wraith, ghosting gorgeously through the smudged newsprint of Alex Maleev's masterfully realised underworld. The Kingpin is back to reclaim his turf, having reactivated Typhoid Mary, and the FBI and Frank Miller's old whipping boy Turk are out to get him. The milieu is stunningly evoked, and the dialogue riffs and jangles with a dark poetry. But it would be nice to see Daredevil once in a while. (MA) 9

Written by Brian Michael Bendis, Daredevil's world is indeed a complex place these days. Bendis writes cool dialogue for Kingpin and Agent Driver, but Typhoid Mary isn't a patch on her old self – and she has the look of a Joker sidekick. Turk, reliable comic relief as ever, steals the scene. (DK) 6

<=> Brian Michael Bendis relates the build-up to Typhoid Mary and Kingpin's return, as the fat guy claws his climb to power, using the psychotic assassin to do the dirty work for him, with the FBI powerless to interfere. Although many decry Bendis's prolonged plots and skippy pacing, he is returning this title to the pulp-noir heights of Frank Miller's classic run. Alex Maleev's bleak art also harkens back to that era, albeit with the addition of computer-enhanced mod-cons. (MAT) 8

Incredible Hulk 55

by Jones & Fernandez

The Absorbing Man escapes his high-tech prison. Sort of. A thoroughly thrilling 25-cent issue, with an absorbing (ha!) plot, and truly eerie art from Leandro Fernandez which actually makes the Absorbing Man look threatening. Good stuff overall, but as a method of getting fans of the film hooked on the comic, it suffers from an unrelated plot and an absence of the Hulk. (KG) 8

<-> One has to question Marvel's wisdom in releasing an issue of The Hulk in the same month as the movie and not actually having the big green guy in it (apart from on the cover). Here Bruce Banner is still on the run and shady governments agencies are still up to no good. Bruce Jones is a good writer, but his run pales in comparison to Peter David's hugely imaginative work on the title. The Hulk has always been about change, and perhaps it's time to make this book a little wilder again. (SH) 6

<--> On the available evidence, I'd say Leandro Fernandez draws a darned fine comic book. Too bad, then, that the story by Bruce Jones isn't nearly as good as the art. For one thing, being able to control the minds of people he can't even touch is scarcely a logical progression of Absorbing Man's powers; and for another, the plot is barely distinguishable from that of The Exorcist III. (DK) 5

<+> Welcome back Mr Crusher Creel, the Absorbing Man who, on the strength of this issue, seems now to have the power to take over the bodies of other people as he sits confined in a powered cell deep underground. Bruce Jones at last departs from the long running formula of multilayered deceptions and double agents to bring us a different take on the Hulk series to date. It's a promising start, but is there any chance of finally settling on a permanent art team for this title? (RN) 7

<-> Bruce Jones tackles Absorbing Man, as the incarcerated villain uses his powers in an unforeseen manner to cause havoc for Banner's life. This cheaply priced issue also sees the addition of Leonardo Fernandez's art: his shadowy use of inks matches the covert tone of the title and the cover shows he can draw a decent Hulkster. Although the reviving of 'Banner on the run' makes more sense, this opening issue seems little more than a primer for yet another prolonged story arc. (MAT) 6

Domino 2

by Pruett & Stelfreeze

<=> Domino's search for her mother leads to confrontations with a shadowy organisation, mysterious ninjas and a double-dealing contact, proving that life isn't necessarily easy for the lucky-charmed mutant. Joe Pruett taps into similar themes to TV's *Alias* for this spy adventure with a dose of conspiracy theory. He is assisted by the budget-less abilities of Brian Stelfreeze's simple yet stylish art, which plays on the popular widescreen format for some frantic action sequences. (MAT) 7

Fantastic Four 69

by Waid & Wieringo + Kesel

<=> Unthinkable is an apt name for the current storyline because much of what takes place was just that beforehand: Johnny gets burnt, Reed gets stuck for ideas and gung-ho, and most shockingly of all, Doc Doom looks less menacing than ever, but his demeanour is more threatening and overpowering than it has ever been. (CEB) 8

Kingpin 1

by Jones & Phillips + Janson

The Kingpin begins to build his criminal empire in typically ruthless and calculated fashion, although Bruce Jones does afford Fisk some nobility and dignity along the way. Neither Sean Phillips or Klaus Janson dominate the artwork, creating a curious hybrid of both their styles. (LN) 7

Marvel Universe: The End 5

by Starlin & Milgrom

<->Thanos has once again become the supreme power in the universe, and after he talks about it for an entire issue he is attacked by every costumed character in the Marvel Universe, all this over two poorly rendered splash pages. The fact that few of these characters could survive two seconds in deep space where the conflict is staged is not allowed to interfere with the sheer pomp of it all. Hideous dialogue, painfully exaggerated art, it really is about time that Marvel had Starlin's cosmic saga put down. (MT) 1

Inhumans 1

by McKeever & Clark + Nelson

After a promising start with a gorgeous first two pages taking the reader from New York to the Moon, this descends into yet another teen-centric drama. There is nothing wrong with teen dramas per se, but to call a book Inhumans and not feature the familiar characters of Black Bolt, Medusa and co is very misleading. Matthew Clark's artwork is excellent, but Sean McKeever's script lacks flair. (SH) 6

The adolescents of Attilan prepare to discover their roles in life. McKeever manages to bring across all the usual teenage fears about identity, parental approval and popularity with a degree of subtlety normally found lacking in books aimed at a younger audience. Matthew Clark copes admirably with detailing the variety of Inhuman inhabitants. (LN) 7

Marvel Universe: The End 6

by Starlin + Milgrom

<=> Thanos destroys the Universe in five pages, and spends the rest of the comic talking about it with his enemy Adam Warlock (who surprisingly survived, and isn't even slightly peeved with his old foe). All this while standing in cosmic poses. Then Thanos puts it all back. Sigh. What was the point? This was the silliest comic I've read in a long time. (MT) 1

Namor 2

by Jemas + Watson & Larroca + Miki

<+> Another nicely-crafted issue of the Sub-Mariner's new series. The 1920s period setting is commendable, and although the romance between a young Namor and a girl from above the sea is hardly original, it is handled in a very sweet fashion. Salvador Larroca and Danny Miki continue to provide lush artwork. (SH) 8

<=> Tracing the life of the teenage Namor during the roaring '20s allows you to see the stubborn character in an appealing new light; although he is rather innocent, unsurprisingly he still has the charm with the girls. Andi Watson is perfect at capturing relationships for this compelling love story, whereas Salvador Larroca's attractive artwork still has plenty of breathtaking fantastical splash pages. (MAT) 7

New Mutants 1

by Defilippis & Weir + Grant + various

A young Venezuelan mutant is rescued from her miserable existence by Dani Moonstar. The writing duo lays so many hardships on the poor mite that any character facets are unfortunately overwhelmed by her ordeals. Keron Grant is given little opportunity to cut loose until Sofia displays the full destructive extent of her power. (LN) 5

Paradise X 11

by Krueger & Braithwaite + Reinhold

<+++> X-51's preamble to this issue delivers both explanation and wry auto-critique; as it tells how the nature of reality in the Marvel Universe is revealed in a cross-section of the World Tree. Ultimate Spider-Man thus becomes 'a perpetual moment' stretched around the outer ring of the mighty trunk. The pace picks up at last as the heroes prepare to face Mar-Vell in final battle. (DK) 7

Startling Stories: The Thing – Night Falls on Yancy Street 1

by Dorkin & Haspiel

Evan Dorkin becomes the latest indie writer to lend his credentials to the House of Ideas, tackling another 'tortured monster' take on Aunt Petunia's favourite nephew, as Ben

meets a girl willing to look beyond his rocky hide. Dean Haspiel's blocky art is a fine enough tribute to Jack Kirby, but Dorkin's 'back to the basics of the character' storyline fails to notice that moping Ben Grimm stories had been done to death even before Kirby left. (MAT) 6

Thor 64

by Jurgens & Medina + Vlasco

<=> Spiral continues as Thor's presence in the world as a god begins to cause clashes between his followers and other religions in the typical heavy-handed moralising of the mighty Marvel manner. Although this incredibly long story is meant to be a meaningful epic, its feet are dragging criminally, and it's obvious that it'll end with a return to the status quo. Lazy, lazy stuff. (MT) 2

Ultimates 10

by Millar & Hitch + Neary

<-> In Poland, 1944, Captain America blows up a train carrying parts for a Nazi super-weapon. Fast-forward to the present, where Shield's entire force converges on Micronesia to fight the alien lizard conspiracy and walks right into a trap. Meanwhile, Shield HQ is left entirely undefended. Doesn't make sense, but the WWII pages are beautifully drawn. (DK) 7

<+> The full force of the Ultimates plus enough military personnel to invade an oil rich Middle Eastern state is brought to bear on the secret Lizard island somewhere in the Pacific Ocean. This title continues to score a 9 or 10 out of 10 in just about every area of writing and art, but particular praise must go out in respect of the characterisation. The central team of Tony, Thor, Steve, Jan and Nick are so well written, so believable in their motivation and feelings that the comic seems to practically write itself. How refreshing to read a story where you actually end up liking the main characters. Who wouldn't want to go out for a few beers with Tony and Thor? This is just about perfect. (RN) 10

<=> The super-powered team, directed by the ever-cool Nick Fury, leads the troops into an all-out assault on the alien's Asian stronghold just as the recovering Wasp discovers they've been led into a trap. Obviously aiming to impress more movie licence scouts with this maddeningly cool superhero title, Mark Millar and Bryan Hitch – both having an eye for the cinematic splendour of these iconic characters – now cast Robert Carlyle in a guest appearance as the evil alien leader. (MAT) 9

Ultimate Spider-Man 41

by Bendis & Bagley + Thibert

I only bought this because I wanted to know why Mary Jane was standing under a lamp post wearing a bustier and a mini skirt. Not for any of the reasons I had imagined, it turns out. Anyway, there's a good joke about Spider-Man's costume being beyond repair, and three pages of picturesque smoochy stuff. (DK) 5

Ultimate X-Men 34

by Bendis & Finch + Thibert

<+> After a failed assassination attempt is made, Logan takes refuge with Spidey who will soon have a whole lot more to worry about than his college entrance PSATs. Brian Michael Bendis kicks off his first X-Men story arc with his usual knack for great dialogue, but rather slowly paced plots. David Finch draws some great dynamic art which looks fine, albeit with a rather dated '90s feel. But I'm most disturbed by how young the teen Peter and dungaree-clad MJ look! (MAT) 7

New X-Men 141

by Morrison & Jiminez + Lanning

<=> Emma Frost's killer is revealed at last, but not without a few more twists, turns and red herrings. Then Emma turns out not to be as dead as all that after all! Come on now, who really believed she'd stay dead? (DK) 7

<=> Bishop and Sage uncover the surprise culprit behind Emma's shattering murder revealing a traitor in their midst and an even greater conspiracy. Fortunately a rather busty Jean puts Emma back together again. While Phil Jimenez's clean latex-clad heroes don't have much character, he still seems to work well with Grant Morrison, who has made the mansion his own with an appealing and comical cast. (MAT) 8

New X-Men 142

by Morrison & Bachalo+ Townsend

<+> In this talking heads, no-action issue, Scott drowns his sorrows at the Hellfire Club, where he bumps into both friends and enemies on neutral turf. There's a nice colour-switch between the red lighting of the dominatrix bar and the plain illumination of the restroom. Grant Morrison's fevered brain this month gives us Wolverine and Sabretooth standing side by side at the urinals, forbidden to fight! Genius! (DK) 8

<=> Cyclops hits the Hellfire Club to drink away his marriage problems, and makes the mistake of getting into a drinking competition with Wolverine and being recruited into another quest for his past. Apart from the incredible guest art from Bachalo, this issue really shows the difference between Morrison's three-dimensional character writing, and most of the other X-hacks trite action dialogue styles. I swore that I'd never read X-Men again too, but I'm now a gleeful convert. Try it, you might like it. (MT) 8

<=> The grieving Cyclops drowns his woes at the Hellfire Club, losing out in a drinking competition to Logan who is finally searching for the secrets of his past. Chris Bachalo's return to the characters is not particularly successful: although he brings plenty of personality to them, he just isn't as good at creating eccentric page layouts as he thinks, leaving them mired in blocks of inky darkness. (MAT) 8

Uncanny X-Men 424

by Austen & Garney + Morales

<-> Disappointing conclusion to the Church of Humanity plotline. A waste of Ron Garney's talent for a throwaway issue presumably planned as a quick fix resolution to dangling threads. (CDB) 6

US Indies

Bear 1

by Smart; Slave Labor Graphics

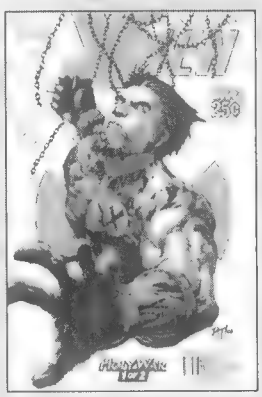
A bear called Bear is caught in a constant struggle with a psychotic cat called Looshkin. This is something like Garfield-on-acid. The cartoon-like chunky art conceals a strip with a cynical and sadistic sense of humour, and yet it works perfectly. The cartoony art at once creates an ironic contrast with the script, and also serves to lighten the cynicism somewhat. An excellent debut. (KG) 9

Counter Ops 2

by Ang & Kim + Patara; Antarctic Press

The JTF-3 unit tails a terrorist group in the subways of Toronto, but when they're discovered the situation goes from bad to extremely bad as the terrorists' nerve-gas is released. J Ang writes an action comic with a surprising amount of complexity and Jin Song Kim – with his fluid artwork – proves that he's one of the top manga illustrators out there. (CEB) 7

Uncanny X-Men 423



by Austen & Garney + Morales

<-> A bunch of ex-X-Men spin-off members turn up nailed to crosses on the lawn of the Xavier Institute one morning, a mysterious link between Nightcrawler and The Church of Humanity is heavy-handedly hinted at, and team-members argue loudly at length. New writer Chuck Austen has done well to set up some soap opera dynamics in his first few issues, but resorting to hoary old mutant racism issues so soon is not a good sign. Judging by the price, we're paying 25c for the actual content, and while it's nice of Marvel to throw in the inane rhetoric for free, I don't like the idea of paying an additional $2 for it on a monthly basis. (MT) 3

<-> Another cheapo issue supposedly set to entice new readers after the big screen adaptation, this completely misses the mark. What with an impenetrable mess of a plot, shoddy artwork, a bad mix of poorly designed costumes and an annoying nurse, this is hardly the best exposure to the world of the X-titles. Chuck Austen attempts to rid himself of the mistakes made by previous writers by culling a load of mutants. Artistically Ron Garney's art looks rushed and badly composed, but Phillip Tan draws a nice cover. (MAT) 3

Doctor Sorrow 1

by Kermode & Juniper; Charaydis Comics

Mike Juniper's artwork does Adrian Kermode's story proud in this violent supernatural thriller. Familiar comicbook themes are cleverly combined, and a nice level of humour is sustained, thanks in part to the Doctor's assistant and her proctological misunderstanding of the word 'repository'. With the hero's hunched shoulders (rigor mortis, I suppose), the name Doctor BadPosture might be equally appropriate. This debut issue shows promise. (DK) 8

Evil Eye 10

by Sala; Fantagraphics Books

Two horror tales by Richard Sala, both of which are strangely gory-yet-lighthearted. In the first, *A Glass Scorpion*, the axe-murdering villain quickly tires of hamming it up, while the bespectacled "hero" loses his mind when faced with fear. In the second story, *Peculia*, the girl detective is glad she didn't meet the approval of two stern critics. (CEB) 7

Gold Digger Swimsuit Special 5

by various; Antarctic Press

A collection of pinups based on Fred Perry's Gold Digger, this comic allows both talented fans and aspiring Manga creators to publish their work professionally. The standout artists here include Danny Valentini, Matthew Cox, Nir Paniry and Steven Henry. Harmless fun and an innovative way of grooming and spotting future stars. (CEB) 6

Grickle

by Annable; Alternative; $14.95

A collection of weird-yet-humorous stories by Graham Annable, not only a big alternative comics star, but also an award-winning animator with projects for LucasArts to his name. Despite his minimalist approach there's a certain dignity to Annable's work. Regardless of what life throws at his characters, their wide-eyed innocence remains unconquerable both literally and metaphorically throughout. (CEB) 7

Love Fights 1

by Watson; Oni Press

Andi Watson turns his attentions to the 'normal folks in superville' genre as a couple bump into each other in the big city, sparks fly and feelings are left unspoken. Watson shows off his increasingly simplified style with his maturing delicate brushwork. Beautiful stuff, but he has proved time and again his skill at crafting a good relationship story, so I'm left wondering why he has decided to chase the latex market with this series. Perhaps Bill Jemas isn't paying him enough? (MAT) 7

The Magic Flute

by Mozart & Russell; NBM Publishing; $24.95

Prince Tamino is given a magic flute and sent on a rescue mission to free Princess Pamina from her captor, Sarastro. It may sound like your average fairy tale but when sidekick Papageno begins to steal the show the genre's conventions are soon scrutinised. Kudos to NBM for bringing this, P. Craig Russell's ambitious adaptation of

Mozart's opera, back into print. (CEB) 8

Metallix 1

by Michelinie & Lim + Layton; Future Comics

Free comic. What the distinguished creative team has created here looks uncannily like X-O Manowar crossed with H.A.R.D.Corps. In fact, the design of the whole Future Comics line is reminiscent of the old Valiant universe. A team of troubleshooters uses a suit composed of Metal X to undertake missions for corporate clients. Previews of other Future Comics titles provide back-up strips. (DK) 5

Neotopia 4

by Espinosa; Antarctic Press

When Atkorm shows his true colours during a heated float ship battle between the Mathenians and the Krossians, can even Nalyn and her friends save the day? It's amazing that Eisner-Award nominated artist Rod Espinosa with his eloquent epic art can find time to draw a regular comic such as this. It would be great to see his take on Marvel's Thor. (CEB) 8

The Nimrod 7

by Trondheim; Fantagraphics Books

Although all the stories, including the *Miles to Go* series, are to be commended in this... ahem... "pamphlet-style" comic, the highlight has got to be the autobiographical tale. Here, creator Lewis Trondheim (represented as a bird) constantly questions himself and his life. Things seem at an all-time low until a business meeting turns into a toilet-brush fight. Observational, poignant and above all, funny. (CEB) 7

Ninja High School 105

by Bair & Bevard; Antarctic Press

<+> Yumei sets Guru up on his blind date ... much to the disdain of Michael. Thor meanwhile attracts both rain and trouble, but what will come of his newfound acquaintance with Yumei? Yet another wild, offbeat tale by Katie Bair and Robby Bevard. Great pacing, great detail and heaps of humour. NHS is an ideal ambassador for anime. (CEB) 8

Persepolis

by Satrapi; Pantheon Books

Persepolis is more than just the autobiography of a girl growing up in Iran during the Islamic revolution. It shows us a human story that eludes the nightly news; the daily lives and rebellions of Iranians away from Islamic fundamentalism seen through the eyes of the cutest little girl. Persepolis also reminds you how good comics can be. Buy it. (RC) 9

Rehd 0

by Lotfi; Antarctic Press

This palatable teaser for the upcoming series sees the Rehd frenetically attacking Castle Daelon to get hold of the Emperor's baby. War hero General Andronicus is assigned to protect him, but who will protect Andronicus? Sam Lotfi's dynamic art and sharp writing look set to produce an interesting series ... it's only a shame it's not in colour so we can fully appreciate his talent. (CEB) 7

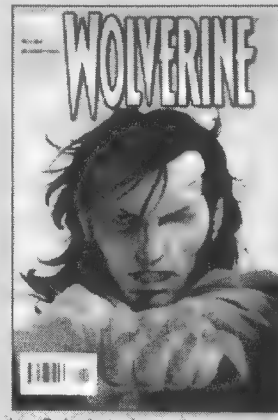
Twilight X: Storm 3

by Wight; Antarctic Press

Richard and Melissa search for Jed in the Caribbean but they find more than they'd bargained for. Writer-artist Joseph Wight uses the situation to examine the characters' relationship as much as he does further the storyline and it pays off, the result being an engrossing tale. Wight keeps the words to a minimum to let his mastery of body language do the real talking. Cogent fiction. (CEB) 7

Wolverine 1

by Rucka & Robertson



Greg Rucka proves to have an excellent grasp of what makes Wolverine tick in this worthy reboot. Shacked up in spartan surroundings, Logan becomes embroiled in the predicament of a poor prostitute. Darick Robertson's squat and grizzled version of Logan really gets Wolverine over as an animal of the urban jungle. (LN) 7

Greg Rucka and Darick Robertson kick start a new volume for the Canadian mutant, as Logan befriends a ill-fated young woman on the run. Rucka aims for a distinctly costume-less, street feel to the character under the tutorship of editor Axel Alonso, making this title more about gritty revenge than latex-clad villains. Robertson draws damp bedsits and sleazy city-scapes as a backdrop for his brutally ugly Wolvie. Pretty-boy Hugh Jackman he certainly isn't! (MAT) 7

Wolverine/Doop 1

by Milligan & Cooke + Bone

Marvel's top mutants hit the streets looking for an entity called the Pink Mink. This is a strange blend of superhero comic, detective fiction, and '50s style art, all of which works splendidly. Peter Milligan does a better writing job here than he does on X-Statix, and it is impossible to fault the artistic talents of Darwyn Cooke and J Bone. (KG) 9

Canadian titles

Berlin 10

by Lutes; Drawn & Quarterly

<=> Jason Lutes' lovingly rendered examination of the social milieu of the Weimar Republic resumes, as Marthe is sucked into the flamboyant cultural scene of the city, Kurt's investigations into the May Day riots heighten his depression and the American Jazz band members find themselves the centre of a city on the brink of unrest. Although Lutes pours effort into this researched work, it doesn't distract from the characters or interacting storylines, making this intelligent book a joy to read. (MAT) 8

Louis Riel 10

by Brown; Drawn & Quarterly

<=> More history lessons as Chester Brown's deadbeat recounting of the life of Riel comes to a close with the trial and execution of the controversial Canadian. Brown's rigid page layout, measured pacing and comically stylish big-handed characters pays homage to his artistic heroes, Herge and Harold Gray. Although Brown aims for a scholarly exercise, his copious conflicting footnotes highlight the comical relativity of historical inquiry. (MAT) 8

Paul Has a Summer Job

by Rabagliati & Dascher; Drawn & Quarterly; $16.95

Write about what you know, the saying goes. Michel Rabagliati certainly has here in this thinly disguised autobiography. When Paul quits school on principle it look likes his life has reached a dead end, until he joins a summer camp. This lead character is annoying at first, but as he grows and develops so too does the reader's support for him. Touching, yet never too mushy. A recommended read. (CEB) 8

Peanut Butter & Jeremy 4

by Kochalka; Alternative Comics

Another free comic. Peanut Butter is a cat preoccupied with office work and sleeping, and Jeremy is a crow that wants to eat french fries. Their antics in the main strip are unengaging, and are barely even antics, but James Kochalka's simple drawings are intelligible. The one-page back-up strips, illustrated by six different artists, are better but mostly involve squabbles over minor items of stationery. (DK) 4

<=> More fun and games from the antagonistic crow and naive little kitty as they search for food on a snowy winter's day. The prolific Kochalka's simple, childlike art and gentle world view make for another enjoyable little read, but this issue also has the bonus of other creators' takes on the characters. Jeff Smith's version wouldn't look amiss as a newspaper strip; Jason produces his usual unnervingly blank yet stylish art; Neil Jam draws scary black eyes; while Tom Devlin and Jeffrey Brown produce even more doodley art. All this for free! What more could you ask for? (MAT) 7

Transformers Armada: Free Comic Book Day Edition

by Easton & Figueroa + To; DreamWave

DreamWave, seemingly forgetting that its hit book is based on the dreamy nostalgia of 20-somethings, aims this freebie at infants with some truly dreadful dialogue and awful kids-meet-robots story. Don Figueroa is fine at portraying the lumbering robots, but his bug-eyed kids are worse than their anime counterparts. In all, this is probably more likely to make nostalgic readers glad they've grown up than introduce newcomers to comics stores. (MAT) 3

Transformers Armada 12

by Furman & Guidi + To

<+> Cyclonus overdoses on Mini-Con power and roughs up his fellow Decepticons. Simon Furman continues to improve the once-disappointing Armada title with a plot possibly referencing one of his original Transformers UK stories. Art is excellent as ever, although there is a slight feeling that things have been a little rushed. (KG) 7

Transformers Generation One Volume 2 #1

by various; DreamWave

<+> The warring factions are offered a chance at peace, but all may not be as it seems. This is much better than volume one, although Pat Lee's art still isn't working. The writing is interesting, as Brad Mick uses familiar Transformers characters and plot elements in new and surprising ways. (KG) 7

Transformers Generation One Volume 2 #2

by Mick & Lee + Armstrong + Garcia + Poblete; DreamWave

<=> The Autobots reluctantly surrender to the coalition Transformers in order to discover how the coalition came about. Brad Mick is doing an excellent job with this formerly disappointing title, using recognisable Transformers elements in unique ways. Pat Lee's art is terrible though, he should be replaced by someone like James Raiz. (KG) 7

Transformers: More Than Meets The Eye 2

by various; DreamWave

An encyclopedia rather than a true comic, this is for the Transformers completist only. There are some bizarre omissions and even stranger admissions, but the art is attractive, and the writing is much more entertaining than one would expect. (KG)
as a reference work: 7 as a comic: 2

UK Indies

Burglar Bill 1

by Grist; Dancing Elephant Press

Paul Grist returns to one of his first published

characters, although the emphasis of the story is less on the criminals and more on rookie police officer Stephen Hill, as his naïve investigations draw him to the underbelly of his town. Grist uses a less solid line than his Jack Staff hero work, but the art retains his simplified charm, while his comical storyline hints at darker events. (MAT) 7

Strangehaven 15

by Millidge; Abiogenesis

<=> Another great month for UK titles as the latest issue of Gary Spencer Millidge's – near annual – series arrives on the shelves. Millidge's clear photo-referenced art shows increasing confidence, while the bizarre events in the village continue. Maureen's frustrations with her husband escalate, Alex's initiation goes badly, while Sergeant Clarke's investigation into the murders is assisted by his... teddy bear. Ambridge this certainly ain't. (MAT) 8

UK newsstand

Commando 3630 "Descend into Danger"

by unknown; DC Thomson

<-> Burma, 1942. When a plane carrying a British officer and his top-secret code-breaking machine crash lands in the jungle, an army unit must risk life and limb to mount a rescue. This text-heavy jungle yarn is not a patch on *Darkie's Mob* (Battle's classic WWII strip currently reprinting in Judge Dredd Megazine), but is enjoyable nonetheless. (SM) 6

The Dandy 3212-3213

by various; DC Thomson

Desperate Dan decides that school's out, even though he's the teacher. Meanwhile, Beryl the Peril does a spot of DIY, much to the horror of her long-suffering dad. Best of the bunch (pardon the pun) is Bananaman. The dim, 'nana-munching superhero is kidnapped by aliens in a surreal adventure. (SM) 7

Fun Size Beano 141

by various; DC Thomson

The 68-page pocket-sized Beano spin-off is a chance for several characters to flourish in much longer strips. This edition sees Minnie the Minx and Ivy the Terrible up to their usual mischief, with back up from Jonah lookalike, Calamity James. Ideal summer holiday reading for kids, especially when stuck at the airport! (SM) 6

Judge Dredd The Megazine 207

by various; Rebellion

<+> John Wagner and Graham Manley begin a quality old-style Judge Dredd story this issue, in which horror-comedy 'mercy killer' Oola Blint makes her reappearance. *Family*, *Young Middenface* and *Slaine* all end, but the roster of strips remains otherwise unchanged. *Rat Town* by Jonathan Clements helps fill the text quota – a bank robbery story told from multiple perspectives, with a frustratingly ambivalent ending. (DK) 7

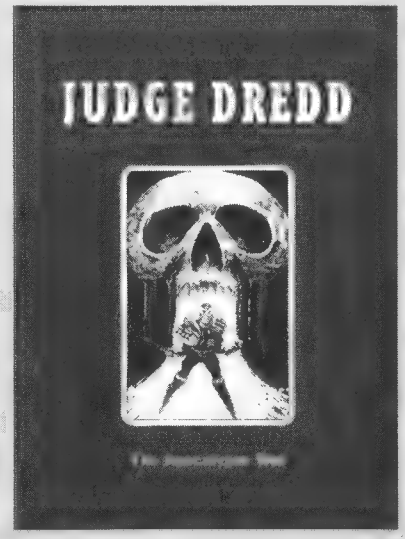
2000 AD #1341-1344

by various; Rebellion

<-> Four good episodes of Judge Dredd in a row, and *The Chief Judge's Man* returns. Prog 1341 contains so much *ABC Warriors* it quickly begins to pall. *Snow Tiger* has a gritty, macho and action-packed finale; while *Lobster Random* – yet another cartoon hardman in the same vein as Axel Pressbutton – makes his debut. *Interceptor* continues to be quite baffling. *Sinister Dexter*, *Rogue Trooper* and *Future Shocks* fill the remaining pages. (DK) 6

Judge Dredd: The Apocalypse War

by Wagner & Ezquerra + various; Titan



The Apocalypse War was the first of the Judge Dredd epics to be drawn by one artist, Carlos Ezquerra, returning to the series for the first time since its creation. Originally published in the scary days of the cold war it sees the Americans pitted against the Russians in an all-out nuclear conflict. The repercussions of this story continue in the pages of 2000 AD to this day, and to many it's seen as Dredd's finest hour. However, the razor-fine humour and parade of quirky characters which brightened up previous epics such as The Judge Child or The Cursed Earth is less in evidence, and the ravaged city-bound setting is also a limitation. This deluxe collection also contains the set-up story Block Mania including glorious artwork by Mike McMahon and Brian Bolland. (AL) 7

UK Trades

Jack Staff: Yesterday's Heroes

by Grist;
£8.95 from bookstores or direct from Dancing Elephant Press
PO Box 104, Highbridge TA9 4WD

The first four issues of Paul Grist's retro British comic collected in a single volume will explain anything readers of the current series are unsure about, such as why Becky Burdock is a vampire reporter, and how Patricia Carthy operates Tom Tom. Plus, cameos of some well-known Home Guard stalwarts, a father-son team of rag and bone men as vampire hunters, and a really great World War II villain. (DK) 8

Small Press

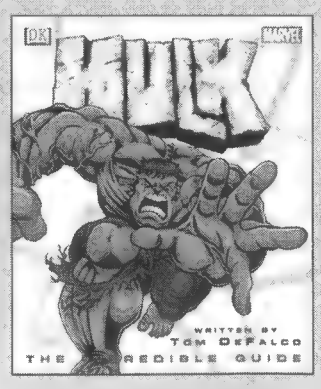
The Body Shop

by Mason;
£2 from Smallzone
10 Cleveland Avenue, High Ercall
Telford, Shropshire TF6 6AH

The misadventures of Stanislas, a living skeleton reborn into an unsympathetic modern world. Self-published by graphic design student Roger Mason as part of his degree finals, this enjoyable, oversized 12-page full-colour supernatural comedy is suitably polished. However, despite the glossy production values, the Dave McKean/Bill Sienckiewicz-inspired visuals are marred by some disorderly layouts. (JE) 7

X-Men: The Ultimate Guide (Updated Edition)

by Sanderson; Dorling Kindersley



Hulk: The Incredible Guide

by DeFalco; Dorling Kindersley

Dorling Kindersley has been pumping out some nice looking visual reference books of late cashing in on comics' big names, including Superman, Batman and Spider-Man. These new additions are sectioned off by decades, lead characters and major story-arcs. While this makes for an interesting read for the novice it lacks as a completely comprehensive reference book, missing out detailed writer and artist credits. Regardless, they still pack a punch and are well worth space on your bookshelf. One question though: with the entire Marvel picture library at their disposal why did DK pick such a crap Hulk image for the cover? (TP) 6

Dogbreath 10

by various;
£2.75 from A Kear
17 Greenbank Ave West, Easton
Bristol BS5 6EP

Fans of 2000 AD's Strontium Dog will already be familiar with Dr Bob's tribute 'zine. Highlights this issue include a children's version of the strip in the style of Eric Hill's Spot the Dog books, Jamie Oliver meets Wulf's happy-stick courtesy of Ez and Ed Traquino, and John Farrelly's parody Strontium Dawg. On the down-side there are some overlong text stories and under-par artwork, but the energy and verve of previous issues is intact and the ever-reliable Rufus Dayglo turns in some nice illos and a cover. (AL) 7

Dream Time 2

by Dinnie & Buchanan; £1.40 from www.underfirecomics.com

Imagine Sandman crossed with Quantum Leap with a visual style reminiscent of 100 Bullets, and you get Dream Time. That everything which happens here is a dream means of course simply anything can happen, including the David Lynch-esque device of having two separate characters look exactly the same. The weakness of such a conceit however is that nothing's going to seem to really matter if it can be resolved in a purely surreal dream-like way. Doubtlessly, the creators will consider this as the series develops. (AL) 7

Eagle Flies Again 7

by various; £1.75 from I. Wheeler
54 Hartwith Drive
Harrogate HG3 2UY

Ian Wheeler's fanzine celebrating 'the best of British comics' focuses this issue on Dan Dare. As well as reviews of the TV series, and a look at series planned but never completed, there is a detailed examination of the character's 2000 AD manifestation as drawn by Massimo Belardinelli. This is a worthy nostalgia trip for fans of the material covered, although I couldn't help wondering if the location-hunting feature on where the photo-strips for the '80s Eagle were shot was a case of anorak-overload. (AL) 7

The Girly Comic 3

by various;
£3 from S. Locke
38 Clarkes Road, Wigston
Leicester LE18 2BE

Selina Locke's anthology title goes from strength to strength, the colour and greyscale printing throughout and the range of talents on offer more than justifying the cover price. There are some lovely treats in store for readers this issue, with some genuinely bitter-sweet storytelling and the usual fabbo art. The only weak link is 'Da Hood' by professional illustrator Des Taylor: it looks absolutely gorgeous, a technicolor dream-strip, but disappointingly is let down by a hackneyed sub-Tarantino plot and matching dialogue. (AL) 8

Human TM

by Bodiam + Nairn;
£2.50 from R. Nairn
Pantomime Press, PO Box 143,
Sheerness, ME12 2WQ

Think of The Office penned by Douglas

Adams and you should get a sense of what this one-shot comic is all about. Basically a pair of white-collar aliens refuse to take their jobs seriously, such being for the company that supplies worlds with their populations. Instead they prefger to play Pong and insult their colleagues. It's all taken at a fairly leisurely pace by writer Jody Bodiam and drawn in suitably cartoonish style by Richard Nairn. An amusing diversion. (AL) 7

Malinkey Robot: Stinky Fish Blues

by Red Robot Productions;
$4 from Red Robot Productions
15 Carpmael Rd,
Singapore 429762
Email: sonny123@singnet.com.sg

Writer-artist Sonny Liew's sublime futuristic tale follows Atari and Oliver as they attempt to swap a rare fish for the opportunity to go to school. Liew's skill stands out a mile and a successful future beckons for this Singapore-based creator. A work rich in character and realisation. (CEB) 8

More Than We Seem: Consequences 1

by Betts & West + Renshaw;
Deva Comics; £2.25 from D. West,
2 Mill Lane, Holmes Chapel,
Crewe, CW4 8AT

Larry Betts and Dave West's suspenseful sci-fi yarn gets underway ably supported by West and Angela Renshaw's accomplished artwork. No doubt highly enjoyable to established MTWS fans, as a new reader I found myself lost at certain points. The creators need to incorporate the five W's – who, what, why, where and when – for the uninitiated. With such fine-tuning this could become a top title. (CEB) 6

Pest Control 3

by Springford;
£1 from G Springford
2 Cawston Court, Highland Road
Bromley, Kent BR1 4AF

It's staggering how much Grant Springford's art style has matured and improved. With more use of solid blacks and a more confident line this is a very good-looking, and competently plotted issue. And there's even a naked lady taking a shower! With some nice touches of humour and some convincingly penned super-dialogue, Pest Control could soon be giving its stablemate The O-Men a run for its money. (AL) 8

Pride of an Angel 2

by Martin;
£3 from R Martin, PO Box 351
Dover, Kent CT15 4YB

Having set itself up as a kind of Alice meets Sandman in issue 1, Robert Martin kicks off issue 2 of this title with a six page surreal dream sequence reminiscent of Dave McKean's illustrations of Dream. What follows is an effectively drawn but meandering story with the odd amusing line. As the cast float uncertainly off in a balloon at the end, one of them says "Do you think there's too many of us in here?" Ironically this seems a fitting conclusion to a tale which itself seems to be drifting without discernable direction and is dogged by a superfluity of characters. (AL) 5

Rapid Fire 2

by various; £1.90 from
www.underfirecomics.com

This is a beautifully packaged anthology boasting the artistic talents of John Howard, Nick Dyer and James Mitchell, each of whom are producing sufficiently slick graphics to make it in professional titles. Vampires, mad robots and large-breasted supermodels are all lovingly and expertly rendered by the assembled team. The storytelling is generally confident and engaging, most of the stories being self-contained shockers. And with David Goodman providing a Trek-nerd expose by means of a two-page quickie, this is definitely a title to get hold of. (AL) 9

Solar Wind 1

by various;
£3 from P Scott, 13 Kiln Crescent
Bishop Middleham, Ferryhill
Co Durham DL17 9AP

Don't let anyone tell you different: Solar Wind is the funniest comic of the decade. Quite which decade you'll have to decide for yourself, as its heart and soul are firmly entrenched in the halcyon days of the 1970s, when comics were loud, unruly and a hell of a lot of fun. There's *Death Runner*, a guy killed in 'a bizarre javelin accident' who must win every race or he loses his soul to the devil, adverts for swastika-soled shoes for 'older boys and young men' and *Derek's Dragon*, a creature which incinerates Dad for trying to send Derek to bed when he wants to watch *The Professionals*. The plugs for other comics such as The Torpor and especially The Geezer make you laugh aloud on repeated viewings. There's a free Solar Saucer cunningly disguised as a CD which actually plays music and sneaky contributions from comic pros. And a whole lot more. Almost too good to be true. (AL) 9

Square-Eyed Stories 16

by various; £1 from
www.squareeyedstories.co.uk

This anthology is something of a mixed bag, ranging from the sublime (David Goodman's work is always something to savour) to the ridiculous (*Giddy the Goat Boy*, anyone?). Nowhere is this better encapsulated than in Jim McGee's near-perfect *Deep Thinkers*, where a provocative discourse on liberal attitudes is hilariously shattered in the most unexpected of ways. Also worthy of notice is Jamie Craw's troubling *Beef Suit*. And it has a nice pink cover, always a plus. (AL) 7

Tales of Boredom 6

by Taylor;
£1.50 from R Taylor
33 All Saints Street, Kings Lynn
Norfolk PE30 5AD

Robert Taylor's *Britain Man* is a stark parody of pompous superhero fluff, where the characters' names give the game away at once: Jon Bloke, Dr Disguise, Mr Nob the unsympathetic newsagent and the Anne Widdecombe-a-like landlady Mrs Fishbate. Also this issue, Elvis gets eaten by a giant hamburger when on a mission to save America, while *Dig For Fire* prompts a change of pace, being a pensive tale of a boy's curiosity regarding a neighbour's nocturnal activities. Pretty cool all round. (AL) 7

Terrier

by Traquino; £2 from E Traquino
21 Downlands Road, Purley
Surrey CR8 4JG

Artist Ed Traquino showcases his indisputable talents in this A4 collection of recent work. Demonstrating that he also has a suitably warped imagination that many would-be writers should envy, these short horror/SF/thriller strips are populated with saddos, sickos and the most startling robotic weapons ever to grace a post-apocalyptic battlefield. My only worry is that Ed seems fixated with really ugly women, from the hooker in *An Unsavoury Habit* to the bikini-girl in *I'm a Cop*, these are more beast than beauty. Or maybe that's the point. (AL) 9

Toonadelic Times 3

by various; £1.50 from Smallzone
10 Cleveland Avenue, High Ercall
Telford, Shropshire TF6 6AH

Boasting subversive schoolboy humour that perhaps generally owes more to The Freak Brothers and Mad Magazine than to Viz, this quirky 28-page anthology includes TV spoofs, oddball shorts and small press reviews opposite the coarse main feature, *Rat Arsed and Shit Faced*. The artwork is variable, but the mini-comic's edgy, handmade appeal surprisingly endears and entertains. (JE) 6

Violent! 5

by various; £1.50 from Smallzone
10 Cleveland Avenue, High Ercall
Telford, Shropshire TF6 6AH

A traditional British black and white action/adventure anthology, in the vein of Warrior, executed with a certain panache and a wry sense of fun. Well-crafted by versatile main writer Jay Eales, and aided by a diverse bunch of talented artists, the highlight is Kelvin Cox's top-notch visuals on *Mageworks*. It's just a shame that the flow of the serialised strips here is hurt by this oversized 20-page book's sporadic printing schedule. (JE) 7

Zarjaz 3

by various; £2.70 from A. Lewis
39 Priory Court, Bryncoch
Neath SA10 7RZ

This affectionate 2000 AD homage is at its best when emulating the self-contained strips from the 1970s annuals and summer specials, as it does here. Highlights among the six comic strips include an unpretentious Dredd tale by Jim O'Ready and Tim Rees, J. Farrelly's Harlem Heroes strip, and Lewis and Chandler's Robo-tale. Also contains the first half of an interview with Alan Moore. (DK) 7

Zarjaz 4

by various; £2.70 from A. Lewis
39 Priory Court, Bryncoch
Neath SA10 7RZ

<=> The Alan Moore interview concludes with the comics writer talking about Watchmen and why he was dissatisfied with The Killing Joke. The six comic strips include a passable Dredd adventure by Al Ewing and M. Montenegro, plus Dan Whiston and Chris Askham's baffling and very bleak take on Meltdown Man, and a marvellous Tharg Tale featuring artwork by Simon Fraser, Henry Flint and Jock. (DK) 7

Q&A

345 Ditchling Road, Brighton BN1 6JJ

Baffle us with comics questions, or save us with answers!

Ana Juan

Gordon Keys
Weeresteinstraat 111
2182 GT Hillegom, Netherlands

THIS is probably for Paul Gravett, but obviously I'll take an answer from anybody. About 15 years ago I read a review of the work of a Spanish artist named Ana Juan. I don't remember the name of the magazine containing the review, but I think the piece was written by Paul.

Anyway, try as I might, I have not been able to track down this artist's work.

Can anybody tell me where I might pick up a trade paperback of her work? If no collections exist, how about details of any comics containing her work? I hope you can help.

No surprise who kicks off the Q&A Brains Trust's replies, Paul Gravett: *Aha, you must have read about Ana Juan in the magazine I used to co-edit, **Escape**, in my survey of new Spanish comics or 'tebeos' in #9 in 1986. At the time, I showed a panel from what I believe was her first comics album, **Requiem**, a wordless 30-page hardback in stark black and white, written by Gordillo and published in an edition of 1,000 by Ediciones Bhopal (ISBN 84-86401-12-7).*

*Born in Valencia in 1961, Ana Juan emerged from the arts movement La Movida with a young generation of Madrid-based graphic artists. She contributed short strips to the city-funded experimental comics magazine **Madriz** from 1984 and its successor **Medios Revueltos** from 1988.*

*Dave McKean and I eventually met her in 1989 at the Barcelona Biennal. By then, her move into fully painted colour had resulted in some delicious posters of period black jazz musicians from Ediciones Mamagraf. They published a book of her illustrations, covers and posters in colour called **Onliyu: Laluna ayuda** in 1989. Last year Norma Editorial (www.norma-ed.es) published a new collection of her illustrations called **Amantes**.*

Rogue Eagle

John Miller
Wester Hailes, Edinburgh

COULD you give me any info on the comic serial *Rogue Eagle* which ran for while in **Valiant**? Who wrote/drew it? How long did it run? This was a rather good secret agent strip set during WWII, in which British agent Mike Nelson (codenamed The Eagle) went completely out of control.

In my opinion, *Rogue Eagle* should be reprinted somewhere.

Steve Holland replies: Rogue Eagle *was one of a series of stories featuring Mike Nelson, aka The Eagle, which appeared in **Battle Picture Weekly**. The first issue contained* Day of the Eagle *(8 March to 24 May 1975) and eight further series followed:* The Death's Head Dossier *(7 June to 9 August 1975),* Return of the Eagle *(23 August 1975 to 14 February 1976),* Night of the Eagle *(21 February to 6 March 1976),* The Eagle Flies East *(20 March to 7 August 1976),* The Eagle Must Die *(14 August to 16 October 1976),* Operation Black Death *(29 January to 23 April 1977),* Rogue Eagle *(7 May to 18 June 1977) and* The Eagle Strikes Back *(11 October 1980 to 14 March 1981).*

The main artist was Pat Wright with occasional fill-ins by Barrie Mitchell, Geoff Campion and a few others. Alan Hebden wrote the first story, followed by Robert Ede (stories 2-4, except for a few fill-in episodes), Chris Lowder (stories 5-8 with fill-ins by Ron Carpenter) and Kelvin Gosnell (story 9).

Whitman

Peter Clark via e-mail:
peteandali@ukgateway.net

WHO was Whitman and why did it publish versions of other people's comics?

David Roach comes in with: Briefly, Whitman was a printing/packaging/publishing house which first found success with Big Little Books back in the '30s in the States. It teamed up with fellow publishers Dell, providing the contents for the enormously successful Dell comics line from the '40s to the '60s (Dell had the expertise in distribution that Whitman lacked).

In the early '60s the pair split over Dell's suicidal insistence on a large cover price hike, and Whitman went off on its own as Gold Key Comics (Dell carried on under its own imprint, releasing some of the most wretched comics of the '60s). By the late '70s, Whitman had switched to its own name and started to release comics to supermarkets and convenience stores (whatever they are!) in sealed bags of three, not necessarily all of the same title, creating headaches for collectors to this day.

*I would guess Marvel or DC books with the Whitman logo were licenced to the company for inclusion in the plastic bags. One oddity, however, is the **Buck Rogers Treasury** which came in both Marvel and Whitman editions but reprinted old Whitman stories. What Marvel's involvement was remains somewhat puzzling.*

Hulk-Onslaught

Paul Winterbottom
address withheld by request

SOMEWHERE between **Incredible Hulk** volume 1 #443 (July 1996) and **Cable** volume 1 #34 (August 1996) the Hulk leaves his companion Janis at an abandoned Pantheon HQ before making an alliance with/being taken over by the Onslaught Entity. Can anyone tell me in which issue of which series this happened?

A stunned silence fills the page, until, maybe, next issue...

Answer Updates

Readers provide answers for previous issues' questions

Dan Dare artists later work

John Ridgway via e-mail

SOME further information on where Dan Dare studio artists went *(Q&A,* **CI**#159): Bruce Cornwell provided all the technical bits on *Jim Stalwart*, a strip in **Junior Mirror**. The title lasted for about 12 months and *Jim Stalwart* was a space adventure series very similar to *Dan Dare* but only a half-page in black and white.

Harold Johns drew the adventures of Tommy Walls for about a year. He also drew an advertising strip *Inspector Murray and the Murrymints*, which appeared in **The Express Colour Weekly** and which may have been responsible for his dismissal from **The Eagle**. I once saw a strip in a Catholic church magazine that looked like Harold's work. During the time Frank Hampson was producing Dan Dare, Harold Johns was, in my opinion, the next best artist after Frank. His solo work on **Marooned on Mercury** was excellent.

I note David Roach mentioned Keith Watson's excellent colour sense. This is rather amusing as Keith was colour blind! Coloured inks approved by the printer Eric Embrose were supplied by Hulton Press so that all the artists were working with colours that would reproduce well. Keith told me once that he was running out of green and didn't know how he was going to match it. At the time of his working on **The Eagle**, the airbrushing on Keith's work was done by Eric Eden. When Keith came back for **The New Eagle** the airbrushing was by Andrew Skilliter. I think with decent scripts and a good page rate Keith was the only artist who could have re-established Dan Dare. He's sorely missed.

Billy the Cat #160

Richard Elson via e-mail: richard@elson30.freeserve.co.uk

AN amendment to Steve Holland's reply to Stuart Thomas in **CI**#160, regarding Billy the Cat: At last year's Bristol con I had a conversation with Euan Kerr, editor of **The Beano**. Euan asked if there was any character that I'd like to draw for the **2003 Beano Annual**. I asked about the possibility of reviving Billy the Cat and Euan gave it the green light, there and then.

Having finished the six-page strip, Euan asked if I'd like to draw the character in a six-part run in the **Beano**, as they planned to reintroduce Billy in the regular comic before the annual came out. Due to commitments to **2000 AD**, I wasn't able to draw the ongoing strip, but I do believe that this is well underway as we speak. I am, however, committed to drawing a *Billy the Cat* strip for the **2004 Beano Annual**; hopefully I can make this a regular gig and reintroduce a whole new generation to Britain's greatest superhero.

Creepshow #160

David Robinson, Peterborough

I AGREE that Al Feldstein was probably not working as an artist at the time of the **Creepshow** movie and graphic novel. However, his Internet site (www.alfeldstein.com) shows that, in retirement, he is producing splendid photo-realistic works in acrylics. Anyone who ever knocked **MAD** (and I know that this tends to stem from the mag's laboured humour of the late 1980s) should take a look at the multi-talented Mr F's efforts. He almost deserves listing in **CI**'s yellow pages, although I again understand that his web pages don't quite match the Creator Sites heading.

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OPENS MIDDAY

Letters

Comics International, 345 Ditchling Rd, Brighton BN1 6JJ

Ahem... correction

Ian Shirley via e-mail: ijshirl@hotmail.com

THANK you very much for the plug for my forthcoming book, **Rock and Roll Comics**, in issue #160. It is very much appreciated.

Sadly, my email address is not as was printed, and is actually ijshirl@hotmail.com. I'd hate to miss out on all those emails bombarding me with music-related comics content.

Viva the printed word

Mike Kazybrid, artist

REALLY agree with how you feel regarding the printed page vs the Internet *(Sez Dez,* **CI**#160).

Last night we happened to be at our local Tesco store near midnight. It was wonderful to see lots of kids with their families, all waiting to buy the new *Harry Potter* book.

I was most pleased to see that in this day of the Internet the printed page still has a very powerful place.

Ross: Boss or dross?

El Sloano co-creator/editor The Freedom Collective

WOULD you mind a literary commentary on **CI**#160? Loved the cover by Wossisname – so darned original, eye-catching and visually... striking. With such a distinctive painting style devoted to the world's greatest superteam almost exclusively, well, Alex Ross should take care not to become overexposed to the point of irritating his catchment of discerning fans. (I'm being ironic here!)

OK, *Sez Dez:* Good to see confirmed in print just how overrated the Internet is. I'm not on the Net myself since I have morbid disposition. Six months of access to any and all kinds of human 'depravitivity' as Chris *(Brass Eye)* Morris would call it would see me dead or on serious medication in some state hospital. So, no thanks to home Internet access!

How cool is Marvel for having an (assistant) editor called Nick Lowe? The elder statesman of British new wave is now bringing his own sense of 'Brit' savvy and 'nous' to the already way too edgy and fatally hip Marvel comics! Cool, cool name.

Nice to see the plug for Rough Cut Comics' new title, **Rose Black**. My bezzie mate, Tom Campbell, has been Rough Cut's one man art department from day one, from writing **The Surgeon**, inking **The Surgeon**, painting the covers to **The Surgeon** to the same for **Society** (script and painted covers) to **The Freedom Collective** (script and plot/character design, inks and cover, adverts, etc) to **Rose Black** (script, plot and inks...).

I know I'm biased, but Tom Campbell's dialogue on **The Collective** more than exceeded my expectations, even after the several years of kibbitzing the eventual plot in various cafes, burger bars and restaurants. In other words, a very talented man!

So Marvel is doing a Human Torch/**Strange Tales** *Essentials* trade? All well and good but it's been a year (almost) since the last *Essentials* book, Hulk volume 2, a less than inspired collection of Hulk tales. However, Thor volume 1 came out in 2000, so where's the second volume? We're talking all Lee/Kirby and all killer tales here. Also, Fantastic Four volume 4? With ALL the pages? Please.

I'm also looking forward to **Formerly Known as Justice League**. It puts me in mind of faded US popstars like Tiffany and Debbie Gibson, reduced to playing in shopping malls!

Andy Jones

Andy Jones
4 Norcliffe Road, Rainhill
Merseyside L35 8LL

HAVING long since cleansed myself of the stink of organised religion, I've recently reched an age where I'm looking for something to fill the void. So, I decided to embrace a more rationalist perception of existence.

In light of this, I could surely argue that all vigilante heroes are potential tyrants, imposing their will on all and sundry. One notable exception is Alan Grant's Anarky character, who seeks to change the world through enlightenment, while adhering to his own 'no force' principle.

Another, more germane example is The Question. Steve Ditko famously quit Marvel when his newly found objectivist beliefs started to obstruct his Spider-Man work – objectivism being a form of rationalism spiced up with deliciously non-PC ingredients like profound self-interest and the moral virtues of rampant capitalism. He resurfaced at Charlton with The Question and a new, harder-edged attitude toward crime and justice.

In one appearance – though I confess I haven't read it yet – the character reputedly lets the crooks drown. He doesn't deal the killing blow, but rather leaves them to die. Despite my earlier protestations concerning the *Daredevil* movie *(Comment,* **CI** #159) I somehow find this acceptable. And this is where the issue gets sticky.

If a rationalist accepts no greater authority than his own sovereign consciousness, how can he trust the state to impose a more suitable punishment than he can dole out himself? I'd initially assumed it would be a gross violation of Ditko's beliefs for The Question to kill these villains directly, as the rationalist and by extension the objectivist is firmly against the use of initiatory violence. But had these two villains not forsaken rationality by employing force in their crimes? And as long the crooks had done this, was Ditko not free to take his character one step further than he did, and have The Question execute these crooks while claiming self-defence, or that he was acting in defence of others?

And so back to that piece of celluloid excrement, the *Daredevil* movie, where again DD does not physically deal the killing blow, but lets the villain die. I think the fact that DD stayed around to witness the perp's death somehow edges his act further toward murder than The Question's. And that's the difference.

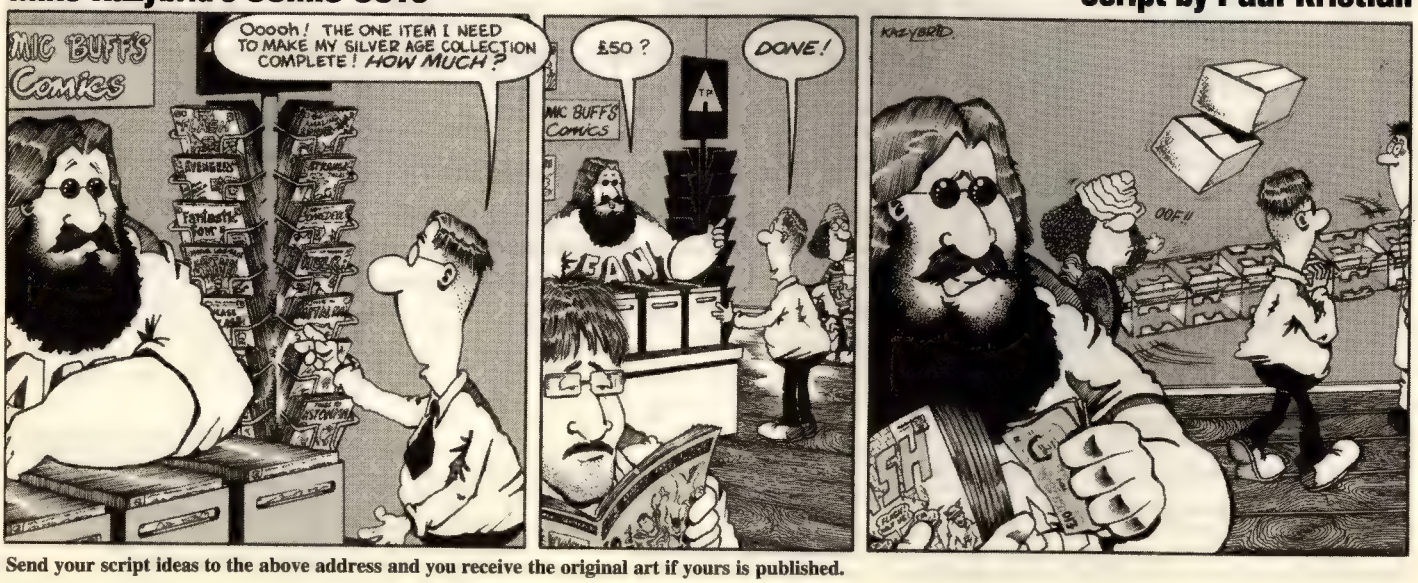
The more I ponder all this, the further in the moral mire I seem to find myself. What are acceptable actions for someone proclaiming themselves a hero?

And to W.J. Collins, who responded to my *Daredevil* movie masterpiece of invective *(Letters,* #160): In an attempt to match his condescending tone, I offer the following points for his attention. Firstly, *X2* – great movie. Yes, Wolverine does utilise his 'nasty, pointy claws... in defence of a few pesky kids'. Can you spot the operative words?

And second, given that the Hulk possesses the intelligence of your average four year-old I could argue that his tank-tossing actions are committed by someone who, if he were real, could not be held morally culpable. Evil can only be indentified as such if employed by somebody of their own volition. The Hulk has a limited consciousness and so reacts to threat more

Mike Kazybrid's COMIC CUTS

Script by Paul Kristian



Send your script ideas to the above address and you receive the original art if yours is published.

Please note: All scripts are submitted on the understanding they become the copyright property of Kazybrid, Skinn and Comics International.

than instinct, like a cornered animal.

The power of the word

by Julian Dass, Barnsley

I'D like to make a point about W.J. Collins' reply to Andy Jones concerning the *Daredevil* film: "IT'S ONLY A MOVIE!" he shouts in capitals. Are movies meaningless to some, a reflection of the real world for others or even an influence for one or two? Or can movies be all those things?

Films, books and ideas have much greater influence on some people than others; **Das Kapital** wasn't 'real', just a bunch of ideas that some people latched onto and sparked off events that led to the deaths of tens of millions of people. It wasn't the cause of the deaths – people were, but it was an influence and it could conceivably have been an intention.

Suppose, for the sake of discussion, what might happen if the idea of saying that it's 'right' to kill people who don't behave exactly how you want them to was constantly drip fed to an unquestioning public by fictionalising 'truth' in written and celluloid mediums.

Could some people possibly begin to think it would be 'right' to apply those values and attitudes in the real world? Well, perhaps they did in Nazi Germany.

I'm still not advocating censorship. Just awareness.

Of matters old and new

Steve F.
Croydon, East Sussex

ANOTHER great issue of **CI** hits the stores, but where is *Comics Economics?* I know you miss an issue once a year, but it's been gone for two now. Has it gone for good?

I enjoyed *Sez Dez*, it's interesting to see how your team is spread around the country, but what happens to getting everything in when the Internet crashes?

Peter Sidebotham, in *Letters*, was saying he wanted a **Trigan Empire** hardback collection. Well, I doubt if it's still in print, but in 1978 Hamlyn Publishing published this as a very nice 189-page hardback edition, covering seven stories. And very good it all is. If it's any help, the ISBN is 0 600 38788 7. This edition does not give any credits, only a signature at the front by Don Lawrence. Did he also write this? If not I wonder who did.

Lastly, I've just finished reading Mike Conroy's **500 Great Comic-book Action Heroes**, which I won in your comp, thank you very much. This was a very enjoyable read. Although I was surprised to find no listing for Marvel's The Wasp or Invisible Woman, and that Abslom Daak made an entry but Doctor Who didn't. Still I'd give it 9.9 out of 10.

A brief interruption in this busy month for mail: Comics Economics *is back and many a courier company prays for the day the Internet fails.*

Trigan Empire *was written by Michael Butterworth. The Hamlyn edition you mention was an attempted cash-in on* Star Wars, *hence the awful cover. Far better is the 1973* ***Look and Learn Book of The Trigan Empire*** *hardback with an exquisite Don Lawrence cover. 80p back then, with an SBN of 85037-104-x.*

Mike Conroy missed Doctor Who because he isn't a comicbook character while Abslom Daak, despite appearing in the Doctor's title, was created for comics. Invisible Woman is in the Fantastic Four section, but I couldn't find the Wasp either!

Missing titles

Earl J. Davis via e-mail:
EarlJDavis@aol.com

COMICS International is a terrific publication, but Nigel Dobbyn's letter in issue #159 got me thinking. One weak area of the magazine is possibly the UK Newsstand section of *Advance Listings*.

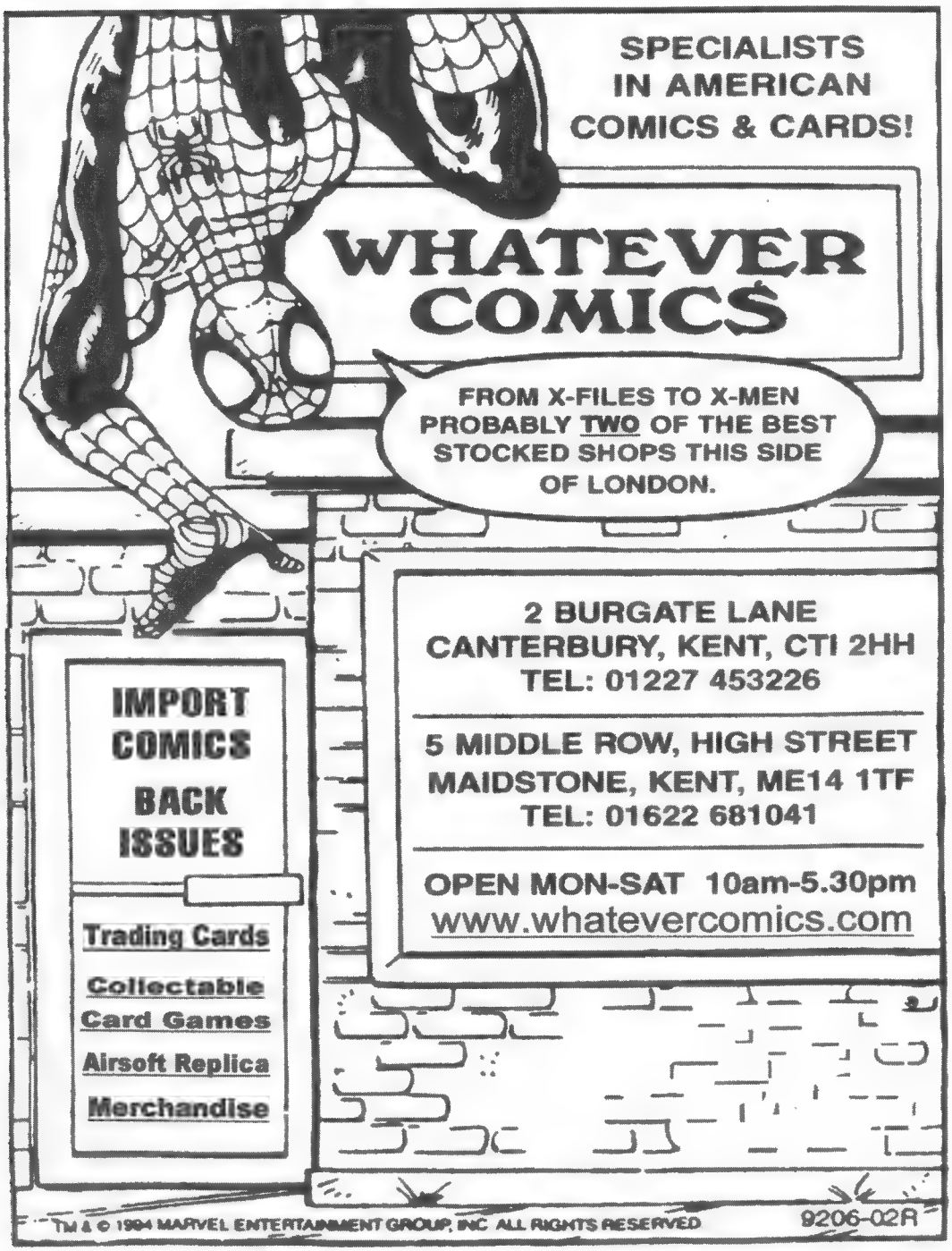
According to the listing in #159 there are only a handful of titles currently being published in the UK. While it's understandable that you may not want to devote space to titles of limited interest to your core readership, I was surprised to see the likes of **Thunderbirds**, **Transformers**, **Star Wars** and **The Simpsons** not listed.

After a trip to WH Smith and some additional on-line research I came up with the following list of current UK titles:

2000AD, Action Man, Astonishing Spider-Man, Avengers United, Beano, Beyblade, Cartoon Network Classics from the Comics Commando, Dandy, Digimon Disney Comic, Disney's Princess, Essential X-Men Football Picture Library, Fun Sized Beano, Fun Sized Dandy Futurama Comics, Inferno, Judge Dredd Megazine, Looney Tunes, Mighty World of Marvel Volume 3, Powerpuff Girls Powerzine, Rugrats, Scooby Doo, Simpsons Comics, Spectacular Spider-Man, Star Wars The Comic, Thomas and Friends, Thunderbirds, Tom and Jerry, Transformers Armada, Ultimate Spider-Man, Ultimate X-Men, Viz, Warhammer, Wickid, Wolverine and Gambit

I have avoided titles that could be classified as children's magazines rather than true comics and there may well be other titles I have missed.

Point taken and passed on. But a moment's silence please for the passing of one of the above: DC Thomson's ***Football Picture Library****, leaving the one-time UK comics leader with only* ***The Beano****,* ***The Dandy*** *and* ***Commando****.* ...Dez



Directory

An at-a-glance reference guide to everything that counts in comics

Internet Listings

Comics creators

Jessica Abel ..... www.artbabe.com
Neal Adams ..... www.nealadams.com
Kyle Baker ..... www.kylebaker.com
Leo Baxendale ..... www.reaper.co.uk/main.htm
Brian Bolland Art ..... www.velouria.com/Bolland
Mark Bright ..... www.mdbright.com
Eddie Campbell ..... www.eddiecampbellcomics.com
John Cassaday ..... www.johncassaday.com
Gene Colan ..... www.genecolan.com
Chuck Dixon ..... www.dixonverse.com
Will Eisner ..... www.willeisner.tripod.com
Warren Ellis ..... www.warrenellis.com
Phil Foglio ..... www.studiofoglio.com
Jon Haward ..... www.jonhawardart.com
Jeff Jones ..... www.jeffreyjones.com
Bob Layton ..... www.boblayton.com
Joseph Michael Linsner ..... www.linsner.com
Tom Lyle ..... www.tomlyle.com
Scott McCloud ..... www.scottmcloud.com
Grant Morrison ..... www.grant-morrison.com
Alex Ross Art ..... www.alexrossart.com
Dave Stevens ..... www.davestevens.com
William Stout ..... www.williamstout.com
Bryan Talbot ..... www.bryan-talbot.com
Barry Windsor-Smith .. www.barrywindsor-smith.com
Bernie Wrightson ..... www.berniewrightson.com

Comics publishers

Abstract Studios ..... www.strangersinparadise.com
AC Comics ..... www.accomics.com
Acclaim ..... www.acclaim.com/comics
AIT/Planet Lar ..... www.astronautsintrouble.com
Antarctic Press ..... www.antarctic-press.com
Archie Comic Publications . www.archiecomics.com
Caliber Comics ..... www.calibercomics.com
Cartoon Books ..... www.boneville.com
Chaos! ..... www.chaoscomics.com
Cool Beans World ..... www.coolbeansworld.com
Com.X ..... www.comxcomics.com
CrossGeneration Comics ..... www.crossgen.com
Crusade Entertainment ..... www.shiweb.com
Dark Horse ..... www.darkhorse.com
DC Comics ..... www.dccomics.com
Drawn and Quarterly ... www.drawnandquarterly.com
Dynamic Forces ..... www.dynamicforces.com
Fantagraphics ..... www.fantagraphics.com
Harris Comics ..... www.vampirella.com
Heavy Metal ..... www.heavymetal.com
Knockabout Comics ..... www.knockabout.com
Marvel Comics ..... www.marvel.com
Northern Lightz ..... www.northernlightz.com
Oni Press ..... www.onipress.com
Quality/Warrior ..... www.comicsinternational.com
Sirius Entertainment . www.sirius.choiceoneonline.com
Todd McFarlane Productions .... www.spawn.com
Top Cow Comics ..... www.topcow.com
TwoMorrows ..... www.twomorrows.com
2000 AD www.2000ADonline.com
Viz (USA) ..... www.viz.com
Viz (UK) ..... www.viz.co.uk
WildStorm Comics ..... www.wildstorm.com

Manga and anime

AD Vision ..... www.advfilms.com
MVM ..... www.mvm-uk.co.uk

Downloadable software

PanelSys ..... www.panelsys.com

On-line auctions

Amazon ..... www.amazon.com

COMIC BOOK POSTAL AUCTIONS
Ten successful years specialising in Golden & Silver Age, artwork and vintage UK comics
..... www.compalcomics.com

eBay ..... www.ebay.co.uk
Heritage Comic Auctions . www.heritagecomics.com
Mile High Comics ..... www.milehighcomics.com
Yahoo Auctions ..... auctions.yahoo.com

Festivals and fairs

Amadora Comics Festival ..... www.bdamadora.com
Angouleme BD (France) .... www.bdangouleme.com
Comic-Con International (San Diego, USA)
..... www.comic-con.org

COMICS 2003 (England)
THE UK'S OFFICIAL COMICS FESTIVAL
Commonwealth Museum, Bristol: 31/5-2/6
.....www.sitsvac.org

Lucca Comics (Italy) ..... www.comune.lucca.it
Megacon (Florida, USA) .. www.megaconvention.com

MEMORABILIA (Scotland & England)
BIRMINGHAM NEC, GLASGOW SECC & LONDON
THE UK'S BIGGEST FANTASY FAIRS
.....www.memorabilia.co.uk

Raptus International Comics Festival (Norway)
..... www.raptus.no
Scottish Comic, Card & Collectables Fair
..... e-mail:marts@ redhotcomics.demon.co.uk
Wizard World (Chicago, USA) www.wizarduniverse.com

New and back issue dealers

Ace Comics ..... www.acecomics.net
Avalon Comics ..... www.avaloncomics.co.uk
Black Dog Comics ..... www.blackdog-comics.com

CHAOS CITY COMICS
AWARD-WINNING SITE. HIGH GRADE SILVER AGE ITEMS & DAVE GIBBONS ORIGINAL ART
..... www.chaoscitycomics.com

COMIC BIZ
"BRITAIN'S FAVOURITE COMIC-BOOK COMPANY" Over 250,000 items for sale
..... www.comic-biz.com

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Comics Forever ..... www.comicsforever.com

COMIX-SHOP.CO.UK
HOT COMICS, NEW IMPORTS, FAST SERVICE, NICE PRICES... GO ON – TAKE A PEEK
..... www.comix-shop.co.uk

EPIC HEROES
COMICS, TOYS, DVDS, POSTERS, GAMES, CCG. ALL AVAILABLE TO ORDER ON-LINE. NEXT DAY DELIVERY . www.epicheroes.com

INCOGNITO
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.....www.incognitocomics.co.uk

Krypton Komics ..... www.kryptonkomics.com

MEGA-CITY COMICS
LARGEST GRAPHIC NOVEL CATALOGUE IN THE COUNTRY - FAST & EASY ONLINE SHOPPING
..... www.megacitycomics.co.uk

Mighty World of Comicana ... www.comicana.com

OBSCURE COMICS
FOR THOSE COMICS THAT YOU CAN'T FIND ANYWHERE. CHEAP TOO!
..... www.obscurecomics.com

Online Comic Shop ..... www.onlinecomicshop.com

QUICKSILVER COMICS
THE SPECIALIST SILVER AND BRONZE AGE SITE. OVER 100,000 ITEMS LISTED, ALL WITH COVER IMAGES .. www.qscomics.com

SILVER ACRE COMICS
OVER 900,000 COMICS IN STOCK, 110,000 DIFFERENT ITEMS LISTED ONLINE
.....www.silveracre.com

Speeding Bullet .... www.speedingbulletcomics.co.uk
Whatever Comics ..... www.whatevercomics.com
Wonderworld ..... www.wonderworld.uk.com

On-line comics companies:

*By popular demand, **CI** now runs an at-a-glance overview of the major sites for on-line comics collectors and creators. Have your company listed for only £5 (US $8) a month. Bookable in 6-issue blocks, companies wishing to be included should send £30 or US $40 (UK: please add £5.25 to cover VAT) with trading name and website address.*

♦ Major companies requiring bold and boxed entries should send £60 + £10.50 VAT per 6-issue series, US $80 (£10/$16 per issue) and may add three lines of descriptive copy. Cheques and international money orders should be made payable to Comics International and sent to:
Internet Listings, Comics International, 345 Ditchling Rd, Brighton BN1 6JJ
Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail details to: Listings@comicsinternational.com

Retail Index: UK

Key to the abbreviations used:

imp = air imported new issues
back = back issues stocked
gn = graphic novels
tpbk = trade paperbacks
STO = standing order service (new comics reserved)
s-p = small press and fanzines
ind = independent comics
u/g = underground comix
prl = peripherals/supplies
RPG = role playing games
CCG = customisable card games
merch = trading cards, videos, t-shirts, posters, etc

Sorry, no websites, this is a shop guide

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Central London

Avalon Comics, 143 Lavender Hill, Battersea, London SW11 5QJ. Mon-Thurs 10-5.45; Fri 10-6.30; Sat 9.30-5.30; Sun 11-3.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 0207924 3609

Book & Comic Exchange, 14 Pembridge Road, Notting Hill Gate, London W11. Mon-Sun 10-8. Nothing legal refused! (back, ind, u/g) 0207229 8420

Comic Showcase 63 Charing Cross Road, London WC2H 0NE. Sun-Wed 10-7; Thurs-Fri 10-8; Sat 9.30-8 (imp, back, s-p, ind, u/g, merch, cartoon books, original art) 0207434 4349

Forbidden Planet Superstore, 71-75 New Oxford Street, London WC1A 1DG. Mon-Wed/Sat 10-6; Thurs-Fri 10-7 (imp, back, gn, STO, s-p, ind, RPG, CCG, merch, film/TV, sci-fi, fantasy, books, video, games, mags, kits, toys) 0207420 3666

Gosh!, 39 Great Russell Street, London WC1B 3PH (opposite British Museum). Mon-Sun 10-6; (Thurs-Fri to 7) (imp, back, STO, ind, u/g, merch, foreign, largest range newspaper strip compilations in UK) 0207636 1011

Mega-City Comics, 18 Inverness Street, Camden Town, London NW1 7HJ. Mon-Sun 10-6; (Thurs-Fri to 7) (imp, back, STO, s-p, ind, u/g, merch, film/TV, fantasy/horror, body art, subculture) 0207485 9320

Mighty World of Comicana, 237 Shaftsbury Avenue, London WC2H 8EH. Mon-Wed 10.30-6.30; Thurs-Sat 10-7; Sun 10-4 (imp, back, STO, ind, merch, film/TV/fantasy) 0207836 5630

Orbital, 9 Old Compton Street, London W1. Mon-Sat 10.30-7; Sun 11-5 (imp, back, gn, STO, manga, toys, Star Wars) 0207434 9363

Outer London

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, prl, merch, sci-fi, original art) 0208686 2400

Ashcan Ltd, 3 Eagle Star House, 299-301 High Street, Sutton, Surrey SM1 1LG. Tues-Wed/Fri 12-5, Thurs 9-6; Sat 10-5 (imp, back, STO, ind, merch) 0208770 3815

Atomic Comics, 1112 High Road, Chadwell Heath, Romford, Essex RM6 4AH. Mon-Tues 10.30-5.30; Wed 1-5.30; Thurs 10.30-6; Fri 10.30-6.30; Sat 10-6 (imp, back, gn, tpbk, STO, ind, u/g, prl, RPG, CCG, merch, film/TV, art books, Games Workshop, toys, kits) 0208597 8547

Calamity Comics, 160 Station Road, Harrow, Middlesex HA1 2HR. Mon-Wed 10-6, (Thurs-Fri to 7); Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 0208427 3831

NEW **Epic Heroes**, 21/23 Station Road, Edgware, Middlesex HA8 7JE. Mon-Sat 10-6. (imp, back, gn, tpbk, STO, RPG, CCG, merch, toys, posters, Transformers)

Forbidden Planet, 175 North End, Croydon CR0 1TP. Mon-Fri 10-6; (Thurs to 7); Sat 9.30-6. (back, gn, tpbk, STO, ind, u/g, CCG, merch) 0208688 7190

Into the Void, 262 Streatham High Road, Streatham SW16 1HS. Mon-Sat 9.30-7; Sun 11-3. (imp, back, STO, merch, toys) 0208677 7037

Krypton Komics, 252 High Road, Tottenham, London N15 4AJ (next to Tesco) Mon-Fri 10.30-6; Sat 10-6 Nearest Tube: Seven Sisters Road. (imp, back, STO, s-p, ind) 0208801 5378 fax: 8376 3174

They Walk Among Us, 26 Red Lion Street, Richmond, Surrey TW9 1RW. Mon-Sat 9.30-5.30 (Thurs to 6); Sun 11-4 (imp, back, STO, ind, u/g, merch, fantasy/sci-fi/horror, subculture) tel/fax: 020 8948 8476

30th Century Comics, 18 Lower Richmond Road, London SW15 1JP. Mon-Wed 10.30-6; Thurs-Fri 10.30-7; Sat 10.30-6; Sun 11-5 (imp, back, STO, ind, u/g, merch, Gold/Silver/Bronze Age specialists, British comics/annuals, books) 0208788 2052

South East

Ace Comics, 63/64 High Street, Colchester, Essex. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, RPG, merch) 01206 561912

The American Comic Shop, 1 Church Street, Chatham, Kent ME4 4BS (off High Street). Mon-Fri 10-5.30 (Tues until 5); Sat 9-5.30. (imp, back, gn, tpbk, STO, ind, prl, action figures) 01634 817410

Calamity Comics 2, 90 Queens Road, The Broadway, Watford WD1 2LA. Mon-Tues 10-5.30; Thurs/Fri 10-7; Sat 9.30-5.30 (imp, back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 01923 249293

Cartoon Shop, 19 East Square, Basildon, Essex SS14 1HT. Mon-Sat 10-6 (imp, back, STO, s-p, ind, RPG, merch) 01268 534194

Central City Comics, 4 Eagle Street, Ipswich, Suffolk IP4 1JB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch, foreign) 01473 233017

Chaos City, 20 Heritage Close, (off High Street), St Albans, Herts AL3 4EB. Mon-Thurs 10-5.30; Fri 10-7.30; Sat 9-5.30; Sun 12-4 (imp, back, gn, tpbk, STO, ind, prl, RPG, CCG, merch) 01727 838719

Comic Showcase, 19-20 St Clements Street, Oxford OX4 1AB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch) 01865 723680

Comics Unlimited, Unit 11, The Arcade, Letchworth, Herts. Mon-Sat 9-5.30 (closed Wed) (imp, back, STO, RPG, CCG, merch, videos, Games W/shop) 01462 480018

Comix-shop.co.uk, 7a High Street, Maidenhead SL6 1JN. Mon-Sat 10-6 (imp, back, STO, tpbk, gn, merch, CCG, toys) 01628 777998

David's Comic Shop, 5 Sydney Street, Brighton, Sussex BN1 4EN. Mon-Sat 9.30-5.45; Sun 11-4 (imp, back, STO, ind, u/g) 01273 691012

Daydream Nation Trading Cards at Hive, 6 Kensington Gardens, Brighton BN1 4AL. Mon-Sat 10-6 (CCGs, cards, sports, Ultra-Pro) 01273 687 877

Forbidden Planet, 60 Burleigh Street, Cambridge CB1 1DJ. Mon-Sat 9.30-6 (imp, back, STO, ind, u/g, CCG, merch, videos, sci-fi/fantasy books, film/TV magazines) 01223 301666

Forbidden Planet, 44 The Priory Centre, Dartford, Kent DA1 2HS. Mon-Wed 10.30-5.30; Thurs-Sat 10-5.30 (back, gn, ind, PRG, CCG, merch) 01322 224837

Incognito Comic Shop, 1-2 The Friars, Canterbury, Kent CT1 2AS. Mon-Fri 10-5.30; Sat 9-5.30; Sun 11-4 (imp, back, STO, ind, merch, film/TV) tel/fax: 01227 785898

Into the Void, 324-325 Chartwell North, Top Floor, Victoria Plaza, Southend-on-Sea, Essex SS2 5SR. Mon-Sat 9.30-5.30 (imp, back, STO, ind, u/g, merch) 01702 613021

Into the Void, 61 Lower Ground Floor, Lakeside Shopping Centre, West Thurrock, Essex RM20 1WT. Mon-Fri 10-10; Sat 9-7.30; Sun 11-5 (imp, back, gn, tpbk, prl, STO, RPG, CCG, merch, art, statues) 01708 862675

Off World: The Sci-Fi Store, 142 Market Halls, Arndale Centre, Luton LU1 2TP. Mon-Sat 9.30-5 (imp, STO, s-p, CCG, merch, Star Trek/Wars, sci-fi collectables) 01582 736256

Pat's Book & Comic Emporium, 7 Suttons Lane, Hornchurch, Essex RM12 6RD. Mon-Fri 9.30-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch, trading cards) 07958 578989

Phoenix Fantasy, 9 Market Street, Margate, Kent CT9 1EU. Mon-Sat 10-6 (imp, back, STO, ind, RPG, CCG, merch) 01843 224768

Slough Computers, 50 Village Shopping Centre, Slough, Berks SL1 1HP. Mon-Sat 9.30-5.30 (imp, STO, ind, cards, second hand computer games) 01753 521594

Speeding Bullet Comics, 43 Hermitage Road, Hitchin, Herts SG5 1BY. Mon-Fri 9.30-5.30 (Wed 10-5); Sat 9-5.30 (imp, back, gn, tpbk, s-p, merch, STO, CCG, action figures, original artwork, life-size Spidey mannequin for hire) 01462 451117

NEW **Time Trek**, 46 High Street, Bromley, Kent BR1 1EG. Mon-Wed/Fri 9.30-5.30; Thurs 10-8; Sat 10-5.30; Sun 10-4 (imp, back, ind, gn, merch, STO, CCG, prl, sf TV/film) 02083 130677

Whatever Comics, 2 Burgate Lane, Canterbury, Kent CT1 2HH. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, kits) 01227 453226

Whatever Comics, 5 Middle Row, High Street, Maidstone, Kent ME14 1TF. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, model kits) 01622 681041

Midlands

Abstract Sprocket, 29 St Benedicts Street, Norwich, Norfolk NR2 4PF. Mon-Sat 10-5 (imp, back, STO, s-p, ind, u/g, merch) 01603 624410

Another World, 42/43 Main Centre (opposite Wilkinsons) Derby. Mon-Fri 9.30-5.30, Sat 9-5.30, Sun 12-4 (imp, back, STO, ind, RPG, merch, rock/film/TV memorabilia, computer games) 01332 206606

Another World, 23 Silver Street, Leicester LE1 5EU. Mon-Fri 10-5.30, Sat 9-5.30, Sun 12-4 (imp, back, STO, ind, u/g, RPG, merch, foreign, alchemy metalware, rock memorabilia) 01162 515266

Another World, 11 Market Street, Nottingham. Mon-Fri 9-5.30, Sat 9.30-5.30, Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, foreign, rock memorabilia, alchemy metalware) 01159 484122

Another World, 52 Stafford Street, Hanley, Stoke-on-Trent ST1 1JB. Mon-Fri 9.30-5.30, Sat 9-5.30, Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01782 279294 fax: 202381 Mail Order: 271750

Another World, 23 Victoria Street, Wolverhampton WV1 3NP. Mon-Fri 10-5.30, Sat 9-5.30, Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01902 717440

Forbidden Planet, 31 Cross Cheaping, Coventry CV1 1HF. Mon-Sat 9.30-6 (Thurs to 7) (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV) 0247 6229672

Forbidden Planet (FPI), 129 Middle Walk, Broadmarsh Centre, Nottingham NG1 7LN. Mon-Sat 9-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV) 0115 958 4706

Forbidden Planet Superstore, 38 Priory Queensway, Birmingham B4 7LA. Mon-Sat 9.30-5.30; (Thurs-Fri to 6) (imp, back, gn, STO, ind, RPG, CCG, merch, books, games, mags, kits, toys, videos) 0121 236 3026

Ground Zero, 9 Toothill Lane, Mansfield, Nottinghamshire NG18 1NJ. Mon-Sat 9-5 (imp, back, STO, prl, CCG, merch, toys) 01623 622017

Nostalgia & Comics (FPI), 14-16 Smallbrook, Queensway, Birmingham. Mon-Thurs 9.15-5.45, Fri-Sat 9.15-6 (imp, back, STO, s-p, ind, u/g, merch) 0121 643 0143

Page 45, 9 Market Street, Nottingham NG1 6HY. Mon-Sat 9-6. (imp, back, gn, STO, s-p, ind, u/g, merch, manga) 0115 950 8045

Phoenix Comix, 29 Abington Square, Northampton NN1 4AE. Mon-Sat 9.30-5 (imp, back, STO, ind, merch, RPG, CCG, action figures) 01604 602311

Travelling Man, c/o Gamestation, 1st Floor, 6 East Street, Derby DE1. Mon-Sat 9-5 (imp, back, gn, tpbk, STO, prl, RPG, CCG, merch, action figures, fantasy books, film/TV) 0115 950 9231

Travelling Man, c/o Gamestation, 1st Floor, 16 Angel Row, Nottingham NG1 6HL. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, merch, action figures, miniatures) 0115 950 9231

North West

All-American, 102 Newport Street, Bolton BL3 6AB. Mon-Sat 10-6 (imp, back, gn, STO, merch, Star Wars, WWF, action figures, S/Age, videos, records, CDs) 01204 366553

Alpha Omega Comics, 33-35 Library Street, Wigan, Lancs WN1 1NN. Mon-Sat 9.30-5 (imp, back, STO, merch, videos) 07796 854644

Forbidden Planet, 92 Bold Street, Liverpool L1 4HY. Mon-Sat 9.30-5.30 (Thurs to 7) (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV, sci-fi/horror) 0151 707 1491

Forbidden Planet Megastore (FPI), 65 Oldham Street, Piccadilly, Manchester M1 1JR. Mon-Sat 9.30-5.30, Sun 12-5 (2 floors; imp, back, STO, RPG, CCG, merch, books, toys, film and TV tie-ins, manga) 0161 839 4777

Imagination Station, 41 Bank Street, Carlisle, Cumbria CA3 8HJ. Mon-Sat 9.30-5 (imp, back, STO, ind, merch)

Millennium Comics, 4 Church Road, Northwich, Cheshire CW9 5NT. Mon-Tues 10-5; Wed closed; Thurs-Fri 10-5.30; Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 0160 649255

MOVED **Moonwalk Collectables**, Unit 15, Climax Works, Durham Street (off Station Road), North Redditch SK5 6YZ. Mon-Sat 10-6 (back, gn, tpbk, STO, ind, merch, Star Wars & Dr Who specialist, TV/film, British titles) 0161 431 6050

Thunderbooks, 332 Lytham Road, Blackpool FY4 1DW. Mon, Tues, Thurs-Sat (Sun June-Oct inc) 10-5.30; Wed 1-3.30 (imp, back, STO, ind, merch, media collectors' items) 01253 348321 fax: 407813

Thunderbooks II, 116 Friargate, Preston, PR1 9EE. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, RPG, merch) 01772 204287

Time Tunnel, 13 Earle Street, Crewe, Cheshire CW1 2BS. Mon and Wed-Sat 9.30-6 (imp, back, STO, merch, film/TV memorabilia, action figures, videos, model kits) 01270 215496

Worlds Apart (FPI), 58-60 Lime Street (city centre), Liverpool. Mon-Sat 10-6 (Fri 10-7) (imp, back, STO, ind, merch, film) 0151 707 0839

North East

Books N' Comics, Unit 15, Forbes Building, Linthorpe Road, Middlesbrough, Cleveland TS1 4AW. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, merch, fantasy and film magazines, Doctor Who/Star Trek) 01642 249143

Forbidden Planet (FPI), 30 Eastgate, The Headrow, Leeds LS2 7JL. Mon-Sat 9.30-5.30 (imp, back, LF film books, film/TV mags, posters, toys, kits, trading cards, stills, Star Trek/Doctor Who) 0113 242 6325

Forbidden Planet, 59 Grainger Street, Newcastle NE1 5JE. Mon-Sat 10-6 (imp, back, STO, ind, u/g, merch, film/TV mags, fantasy/sci-fi books, videos) 0191 261 9173

Forbidden Planet (FPI), 41 Dundas Street, Middlesbrough TS1 1HR. Mon-Sat 9.30-5.30 (Thurs until 7) (imp, gn, s-p, STO, ind, u/g, prl, RPG, CCG, merch, video, action figures, film/TV, manga) 01642 248889

Forbidden Planet (FPI), 12 Matilda, off the Moor, Sheffield. Mon-Fri 10-5; Sat 9.30-5.30 (imp, back, s-p, ind, u/g, merch, original art, model kits, sci-fi/fantasy books, horror magazines, newspaper strip books) 0114 276 9475

The Last Picture Show, 38-39 The Lanes, The Oasis, Meadowhall Centre, Sheffield S9 1EP. Mon-Thurs 10-8; Fri 10-9; Sat 9-7, Sun 11-5 (imp, back, STO, ind, RPG, CCG, merch, film/TV and rock memorabilia) 0114 256 9604 fax: 255 3399

Millennium Comics, Stall 141, Warrington Indoor Market. Mon-Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01925 575657

Off-World Comics, 200 Park View, Whitley Bay, Tyne & Wear NE26 3QP. Mon-Tues/Thurs 10-5.30 (closed Wed); Fri 10-6; Sat 10-5.30

(imp, back, STO, ind, CCG, merch) 0191 251 2288

Sheffield Space Centre, 33 The Wicker, Sheffield. Mon-Sat 10-5 (Wed closed) (imp, back, STO, s-p, ind, merch, Star Trek) 0114 275 8905

Travelling Man, Unit 8/9, The Corn Exchange, Call Lane, Leeds LS1 7BR. Mon-Thurs 10-5.30, Fri-Sat 9-5.30, Sun 11-5 (imp, back, STO, ind, RPG, CCG, merch, action figures) 0113 242 7227

Travelling Man, 54 Goodramgate, York YO1 2LF. Mon-Sat 10-5.30 (imp, back, STO, ind, RPG, CCG, merch, action figures) 01904 628787

West Country

American Dream Comics, 72 Walcot Street, Bath BA1 5BD. Mon-Fri 10-5, Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, original art, hobby kits, CDs) 01225 424881

Area 51, 143 Gloucester Road, Bristol. Mon-Sat 10-5.30 (imp, back, STO, ind, u/g, RPG, merch, original art) 0117 924 4655

Automattic Comics, Unit 2, 17 Pickwick Road, Corsham SN13 9BQ. Mon-Tues 12-5, (Wed closed), Thurs-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch) 01249 701647

Collector's Choice, 45 Southgate Street, Gloucester GL1 1TX. Mon-Sat 9-5 (S/Age, British comics/annuals, vintage mags, toys, memorabilia) 01452 410232

Forbidden Planet, 30 Penn Street, Bristol BS1 3AS. Mon-Fri 9.30-5.30 (Thurs to 7), Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV mags, subculture) 0117 929 8692

Forbidden Planet, 43-45 East Street, Southampton SO14 3HN. Mon-Fri 9.30-5.30 (Thurs to 6), Sat 9.30-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV) 02380 230991 fax: 230996

Ian's Books & Comics, 195a Albert Road, Southsea, Portsmouth PO4 0JP (next to Tesco). Mon-Tues/Thurs-Fri 10.30-5.15 (Wed closed) Sat 10-5.15 (imp, back, tpbk, STO, s-p, prl, toys) 02392 422731

Into the Void, 11 Rodbourne Road, Swindon SN2 2AG. Mon-Sat 9-5 (imp, back, STO, CCG, merch) 01793 434363

Kaboom, 65 High Street, Totnes, Devon TQ10 9PU. (new, back, action figures, t-shirts, board games, RPG, import computer games, mail order) 01803 863049

Kathies Comics, Unit BG29, Broadmead Gallery, The Galleries Shopping Centre, Bristol BS1 3XB. Mon-Wed/Fri-Sat 9-5.30; Thurs 9-6; Sun 11-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 0117 922 1170

Kathies Comics, 20 Market Avenue, Plymouth, PL1 1PH. Mon-Fri 9.30-5.30; Sat 9-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 01752 257800

Kernow Comix & Kollectables, (opposite Kazbah Bar) Quay Street, Truro, Cornwall TR1 2HB. Mon-Sat 10-5 (back, gn, tpbk, s-p, ind, u/g, prl, CCG, merch, film/TV fantasy, manga, toys, action figures, UK comics/annuals) 01872 279805

Paradox Comics, 17 High Street, Poole, Dorset BH15 1AB. Mon-Fri 10.30-5; Sat 10-5 (imp, back, gn, STO, ind, merch, videos) 01202 661346

Purple Haze, 38 Eastlake Walk, Drakes Circus Shopping Centre, Plymouth, Devon PL1 1BX. Mon-Fri 10-5.30, Sat 9-5.30 (imp, back, STO, ind, u/g, merch, film, TV, sci-fi/horror/genre books, videos, Star Trek/Wars, cassettes/CDs) 01752 254136

Wonderworld, 540 Christchurch Road, Boscombe, Bournemouth BH1 4BE. Mon-Sat 9-5.30 (imp, back, STO, ind, CCG, merch, film/TV/media, beanie babies) 01202 394918 or 393613

Wales

Cardiff Fantasy Centre, 1st Floor, Jacobs Market, West Canal Wharf, Cardiff. Sat 9.30-4.30 (imp, back, STO; established over 20 years) 029 206 58184 (eves)

Comix Shoppe, 13 Shoppers Walk, Swansea SA1 3AY. Mon-Fri 10-5, Sat 10-5.30 (imp, back, STO, ind, u/g, RPG, CCG, merch, anime, Games Workshop) 01792 642097

Forbidden Planet (FPI), 5 Duke Street, Cardiff. Mon-Sat 10-5.30 (imp, back, STO, ind, u/g, merch, sci-fi/fantasy/horror books, Star Trek/Wars) 029 202 28885

Negative Zone, Provision Market Gallery, High Street, Newport, Gwent NP9 1DD. Mon-Sat 9.30-5 (imp, back, gn, STO, s-p, ind; established for 11 years) 01633 222159

Scotland

Asylum Books & Games, 29 Adelphi, Aberdeen AB11 5B2. Mon-Sat 10-6 (Mon and Thurs to 8); Sun 12-5 (imp, back, STO, new/second hand RPG, CCG, books, original art) 01224 574637

Black Hole Comic Shop, Unit 3, 5 Victoria Road, Dundee DD1 1ER. Mon-Thurs 10-5; Fri-Sat 10-5.30 (imp, back, STO, ind, second hand records, CDs, videos) 01382 221037

City Centre Comics, 51 Parnie Street, Glasgow G1 5LU. Tues-Sat 10-5 (back) 0141 552 2208

Forbidden Planet (FPI), 12 Schoolhill, Aberdeen AB10 1JX. Mon-Fri 10-6 (Thurs until 7); Sat 9.30-5.30; Sun 12-5 (imp, gn, STO, s-p, ind, u/g, prl, CCG, merch) 01224 622131

Forbidden Planet (FPI), 40-41 South Bridge, Edinburgh EH1 1LL. Mon-Wed 10-5.30, Thurs 10-6.30; Fri-Sat 10-5.30 Sun 12-5. (imp, STO, s-p, ind, merch, foreign) 0131 558 8226

Forbidden Planet (FPI), 168 Buchanan Street, Glasgow G1 2LW. Mon-Sat 10-5.30, Sun 12-5 (imp, back, STO, s-p, ind, u/g, merch) 0141 331 1215

Kapow!, 28 Allison Street, Govanhill, Glasgow G42 8NN (off Pollokshaws Road). Tues-Sat 11-6 (buy and sell back, gn, ind, mags, videos, DVDs, new and second-hand books, merch) 0141 424 1600

Plan 9, 9 Rosemount Viaduct, Aberdeen AB25 1NE. Mon-Sat 10-5 (Thurs to 6), Sun 1-4. (imp, back, STO, ind, RPG, CCG, WWF, merch, sci-fi) tel/fax: 01224 624467

Red Hot Comics, Block D Unit 7, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH. Sat 11.30-6; Sun 12-5 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 0141 630 0049

Northern Ireland

Forbidden Planet (FPI), 47 Winetavern Street, Belfast BT1 1JQ Mon-Sat 9.30-5.30 (imp, back, STO, ind, u/g, merch) 028 90438744

Retail Index: USA

When telephoning from outside the USA, include the bracketed 00. Out-of-town US calls begin with the 1 prefix only. The following is a fraction of the estimated 3,000+ US comics stores.

Alabama

Optic Nerve, 1930 12th Avenue South, Birmingham AL 35205 (film, newsstand, ind) (00)1 205 933 2787

Alaska

Bosco's in Spenard, 2606 Spenard Road, Anchorage 99503. Mon-Sat 11-8, Sun 12-6 (new, back, CCG, RPG, cards, anime, merch) (00) 1 907 274 4112

Bosco's Diamond Centre, 800 East Diamond Blvd, Anchorage 99577. Mon-Fri 10-9; Sat 10-6; Sun 12-5 (new, back, CCG, RPG, cards, anime, games, Star Wars/Trek) t/f: (00) 1 907 344 3963

Bosco's in Eagle River, 11432 Business Blvd, Eagle River. Mon-Sat 12-8, Sun 12-5 (new, back, CCG, RPG, cards, merch) t/f: (00) 1 907 696 5166

Arizona

Lost Dutchman, 747 West Camelback Rd, Phoenix, AZ 85013. Mon-Sun 10-7. (new, back) t/f: (00)1 619 278 0371

California

Comickaze, 5525 Clairemont Mesa Blvd, San Diego, CA 62117-2342. Mon-Fri 11-7; Sat 11-6; Sun 12-6 (new, back, CCG, merch) (00)1 858 278 0371

Comix Experience, 305 Divisadero Street, San Francisco, CA 94117. Mon-Sat 11-7; Sun 12-5 (new, back) (00)1 415 863 9258 (f: 9299)

Flying Colors Comics, 2980 Treat Blvd, Concord, CA 94518. Mon-Sat 11-7 (Fri until 8); Sun 12-6 (new, back, ind, cards, merch) (00)1 510 825 5410

Lee's Comics, Inc., 1020-F N Rengstorff Avenue, Mountain View, CA 94043. Mon-Sun 10-9 (new, back: 1930s to date, anime, manga, s-p, adult, merch) (00)1 650 965 1800

Lee's Comics, Inc., 2222 South El Camino Real, San Mateo, CA 94403. Mon-Sun 10-9, (new, back: 1930s to date, anime, manga, adult, s-p, merch) (00)1 650 571 1489

Meltdown Comics & Collectibles, 7522 Sunset Boulevard, Los Angeles, CA 90046 (toys, comics, books) (00)1 323 851 7223

Stand-Up Comics, 10020 San Pablo Ave, El Cerrito, CA 94530. Mon-Fri 11 7; Sat-Sun 11-6 (new, back, cards, anime, CCG, merch) t/f: (00)1 510 525 3344

Third Planet, 3822 Sepulveda Blvd, Torrance, CA 90505. Sun-Thurs 11-8; Fri + Sat 11-9 (new, ind, back, CCG, RPG, GW, sci-fi/fantasy, anime, merch) (00)1 310 791 6227

Hawaii

Gecko Books & Comics, 3613 Waialae Ave, Honolulu, 96816. Mon-Sun 9-9 (new, back, cards, toys, merch) (00)1 808 732 1292 (f: 2188)

Illinois

Comic Kingdom, 5941 W Irving Park Road, Chicago, IL 60634. (new, back) (00)1 773 545 2231

Louisiana

Comic Cosmos, 343 W Esplanade Avenue, Kenner, LA 70065. Mon-Thur 11.30-7, Fri-Sat 11-7.30, Sun 12-5 (new, back, cards, CCG, toys, anime) (00)1 504 286 0039

Crescent City Comics & Cards, 6111 Elysian Fields, New Orleans, LA 70122. Mon-Sat 11-7, Sun 12-6 (new, back, cards, CCG, RPG, anime) (00)1 504 286 0039

More Fun Comics, 8200 Oak St, New Orleans, LA 70118. Tues-Sat 11-7, Sun-Mon 12-6 (new, back, cards, CCG, merch, toys, CDs) (00)1 504 865 1800

Maine

Casablanca Comics, 151 Middle Street, Portland, ME 04101. Mon-Sat 10-9, Sun 12-7 (new, back, cards, CCG, RPG, merch, art) (00)1 207 780 1676

Casablanca Comics, 778 Roosevelt Trail, Windham, ME 04062. Mon-Fri 11-7, Sat 10-6, Sun 12-5 (new, back, CCG, RPG, merch)(00)1 207 892 0056

Massachusetts

Comicopia, 464 Commonwealth Ave, Boston, Massachusetts 02215. Mon-Sun 11-7 (Wed 10-8) (new, merch, CCG, manga, tpbk) (00)1 617 266 4266

Minnesota

Uncle Sven's Comic Shoppe, 1838 St Clair Avenue, Saint Paul MN 55105. Mon-Fri 3-6, Sat 11-4 (new, back, tpbk, gn, videos, action figures, CCG, RPG; est 19 years) (00)1 651 699 3409

New York State

Earthworld Comics, 327 Central Avenue, Albany, NY 12206. Mon-Wed 11-6; Thur-Fri 11-7, Sat 11-6, Sun 12-5 (new, back, ind, manga/anime, cards, merch) (00)1 518 465 5495

Forbidden Planet (FPI associate), 840 Broadway (at 13th St, NY 10003. Mon-Sat 10-10; Sun 12-10. (new, ind, back, RPG, merch, fantasy) (00)1 212 473 1576

Jim Hanley's Universe Ltd, 4 West 33rd Street (opposite Empire State Building), NY 10001. Mon-Sat 9am-11pm; Sun 10-9. (Everything to do with comics) (00)1 212 268 7088

Jim Hanley's Universe Ltd, 325 New Dorp Lane, Staten Island, NY 10306. Mon-Sun; 12-9. (Everything to do with comics) (00)1 718 351 6299

Midtown Comics, 200 West 40th Street, NY 10018 (00)1 212 302-8192

Ohio

The Laughing Ogre, 4258 North High Street, Columbus, Ohio 43214. Mon-Sat 10-9; Sun 12-5 (new, back, cards, merch) (00)1 614 267 6473

Oklahoma

Time Warp, 588 SE Washington Street, Bartlesville, OK 74006 (new, back, cards, games, toys, CDs, sci-fi/fantasy) (00)1 918 335 3373

Pennsylvania

Comic Castle, 17 West Fourth Street, Williamsport, PA 17703 Mon-Sun 10-9 (new, back) (00)1 717 322 8763

Golden Eagle, Berkshire Square, 1159 Berkshire Blvd, Wyoming, PA 19610 (new, back, games, CCG, cards, Star Wars/Trek) (00)1 610 376 8255

Golden Eagle, Fairgrounds Square Mall, Reading, PA 19605 (new, back, games, CCG, cards, Star Wars/Trek) (00)1 610 921 3160

Tennessee

Collector's World, 1511 E Main Street, Murfreesboro TN 37130. Open 7 days a week (new, back, CCG, merch, cards, CDs) (00)1 615 895 1120

Collector's World, Hickory Plaza South Central, 5751 Nolensville Road, Nashville, TN 37211. Open all week (new, back, CCG, merch, cards, CDs) (00)1 615 895 1120

Collector's World, 10820 Kingston Park #10, Knoxville, TN 37922 Open 7 days a week (new, back, CCG, merch, cards, CDs) (00)1 423 675 6830

Collector's World, 4006 Granny White Park, Nashville TN 37204 (new, back, CCG, merch)(00)1 615 385 8136

Texas

Cliff's Comics, 2205 West Berry Street, Fort Worth, TX 76110. (new, back, cards, merch) (00)1 817 927 7172

Collectible Heroes, 502 West Calton Road #307, Laredo, TX 78041. Mon-Wed 2-7.30; Thurs-Sat 11.30-7.30 (new, back, cards, merch) (00)1 956 791 8428

Dragon's Lair Comics & Fantasy, 616 West 34th Street, Austin, TX 78705 (new, back, games, anime, miniatures, prl) (00)1 512 454 2399

Virginia

Thore Comics, 3514 Oaklawn Blvd, Hopewell, VA 23860. Mon-Sat 11-7, (new, back, Silver Age, sci-fi, M:TG, cards, vinyl) (00)1 804 458 9561

Trilogy Shop, 700 E Little Creek Road, Norfolk, VA 23518. Mon-Fri 11-7, Sat 10-7, Sun 12-6 (new, back, merch) (00)1 757 587 2540 (f: 5637)

Wisconsin

Arcade Comics Entertainment, PO Box 301, Germantown, WI 53022. (new, gn, RPG, CCG, merch) (00)1 262 253 9003 (f: 695 8226)

Lost World of Wonders, 6713 West Oklahoma Ave, Milwaukee, WI 53219 (00)1 414 328 4651 (f: 328-1355)

Direct Market Retailers:

***Comics International**'s Retail Index is THE international retail reference source for collectors, creators, publishers and journalists. Through it you can reach over 40,000 dedicated readers each issue for only £6 (US $10) a month! Bookable in 6-issue blocks, retailers wishing to be included should send US $60 or £36 (UK: please add £6.30 to cover VAT @ 17.5%) plus shop information as detailed on previous page to:*

Retail Index, Comics International, 345 Ditchling Road, Brighton BN1 6JJ, England

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: Listings@comicsinternational.com

The letters **(FPI)** after various entries indicates that the company is part of **Forbidden Planet International Ltd**

Retailers: International

Australia

Arcadia Unbound, 267 Forest Road, Hurstville, NSW 2220. Mon-Fri 10.30-7, Sat 10-4, Sun 12-3 (imp, back, manga, merch, CCG) (0061) 2 9585 1489

Books & Bounties/Comics Haven, 157a Charters Towers Road, Townsville, Queensland 4812. Mon-Sat 9-6 (imp, back, gn, merch, RPG, CCG) (0061) 7 4779 2408

Fan Attic, 1st Floor, 91 Elizabeth Street, Brisbane, Queensland 4002. Mon-Sun 9.30-5.30 (toys, Star Wars, sci-fi collectibles) (0061) 7 3221 1420

Kinda Lotsa Comics and Stuff, Shop 4, 503-511 King Street, Newtown, Sydney, NSW. Mon-Sat 10.30-7.30 (back, toys, merch)(0061) 2 9565 1054

Known Space Books, 1st Floor, 108 Gawler Place, Adelaide, SA 5000. Wed-Sat 12-6 (US/UK back) (0061) 8 8223 4304

Phantom Zone, 23 Anderson Street, Chatswood, NSW 2067. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, merch, RPG) (0061) 2 9411 3709

Phantom Zone, 198 Mann Street, Gosford, NSW 2250. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 43 25 4599

Phantom Zone, 207 George Street, Liverpool, NSW. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 9601 2622

Phantom Zone, 285 Hunter Street, Newcastle, NSW. 2300. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG) (0061) 2 4929 5717

Phantom Zone, 101a Argyle Street, Parramatta, NSW 2150 Mon-Fri 9-6; Sat-Sun 9-4 (imp, back, books, merch, RPG) (0061) 2 9891 1848

Phantom Zone, 268 Crown Street, Wollongong, NSW. 2500. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, gn, merch, RPG) (0061) 2 4228 7393

Austria

Comic Treff, Getreidemarkt 2-4, 1010 Vienna. Mon-Fri 10-7, Sat 10-1 (imp, back, gn, CCG) (0043) 11 586 76 27

Belgium

Forbidden Zone, 25 Rue de Tamines, 1060 Brussels. (3 floors; imp, back, merch, US/French, STO, toys) (0032 2) 534 63 67 (fax 538 24 52)

Canada

Connection MD, 1539 Van Horne Avenue, Montreal, Quebec H2V 1L4. Mon-Sat 11-6 (new, merch, back, CCG) (00)1 514 948 2627

Dragon Lady Comics & Paper Nostalgia, 609 College Street, Toronto, Ontario M6G 1B5. (00)1 416 536 7460

Little Shop of Heroes, 160 Wallace Avenue, South Listowel, Ontario N4W 1X9 (00)1 519 291 2281

Silver Snail Comic Shop, 367 Queen Street West, Toronto M5V 2A4. Mon-Wed 10-6; Thurs-Fri 11-8; Sat 10-6; Sun 12-5 (00)1 416 593 0889

France

Album, 67 boulevard St Germain, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 53 10 00 60

Album, 6 rue Dante, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 43 54 67 09

Alpha Omega, 25 rue de la Clef, 59800 Lille. Mon 2.30-7.30, Tue-Sat 10.30-12.30/2.30-7.30 (imp, back, French, merch, trading/gaming cards, toys, RPG, Wars/Trek, B5, L5R) (0033) 320 319 375

Astro City, 22 rue Masurel, 59800 Lille. Mon 3-7.30; Tue-Sat 10-12.30, 2-7.30 (imp, manga, cards, merch, kits) (0033) 320 55 1010

Impact Comics, 64 rue Condorcet, 75009 Paris. Mon-Sat 11-7.30 (imp, back, merch, CCG)(0033) 42 80 30 10

L'Antre des Dragons, 56 rue de Loup, 33000 Bordeaux. Mon-Sat 10-1/2-7 (imp, manga, gn, RPG, CCG, merch) (0033) 55 65 17 378

Les Nageurs de Sable, 14 rue Courteline, 37058 Tours. Mon-Sat 11-1/2-7 (imp, back, cards, merch) (0033) 2 47 39 52 40

Pulps, 14 bld Morland, 75004 Paris. Mon-Sat 11-7 (imp, back, RPG) (0033) 1 42 72 55 25

Germany

Black Dog Comics, Rodenberg Strasse 9, 10439 Berlin. Mon-Fri 11-6.30, Sat 11-2 (imp, back, gn, t/cards) (0049) 30 4473 6486

Grober Unfug, Zossenerstrasse 32-33, 10961 Berlin. Mon-Sat 11-7 (imp, back, gn, CCG, merch) (0049) 30 6940 1490

Greece

Metropolis Comics, 94 Metropoleos St, 54622 Thessaloniki. Mon-Sat 10.30-3.30/7.30-11.30 (imp, back, gn, RPG, CCG, merch) (0030) 3 193 7775

Solaris, 6 Botasi Str, 10682, Athens. Mon-Sat 9-3.30/5-8.30 (imp, back, gn, merch) (0030) 1 384 1065

Holland

Henk Lie's Comics & Manga Store, Zeeduk 104, 1012BB Amsterdam. Mon-Sat 11-6; Sun 11-9 (imp, cards, merch, CCG) (0031) 20 421 3688

Hungary

Troll Kepregenyta'r, Terez Krt 13, Budapest 1067. Mon-Fri 10-6, Sat 10-1(imp, manga, gn, RPG, CCG, merch) (0036) 1 322 6026

Irish Republic

Forbidden Planet (FPI), 5-6 Crompton Quay, Dublin 2. Mon-Sat 10-6 (Thurs 10-7); Sun 12-5 (imp, back, ind, merch, u/g, UK, gn, STO) (0035) 3167 10688

Sub-City Comics, 2 Exchequer Street, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) (0035) 3167 71902

Sub-City Comics, Unit 10, Level 1, Corbettcourt Centre, Eyre Square, Galway. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch) (0035) 3915 65994

The 3rd Place, Crow Street, Temple Bar, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, prl, RPG, CCG, merch) (0035) 3163 36965

Italy

Avalon, via Battisti 9/b, Bologna. Mon 3-7, Tue-Sat 10.30-1/2-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 051 234459

Avalon, via Pedriali 21, Forli. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, RPG, CCG, merch) (0039) 0543 33523

Avalon, via Settembrini 20, Milan. Mon 3.30-7.30, Tue-Sat 11-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 022 9400410

Avalon, via Foscolo 3, Padova. Mon 3-7, Tue-Sat 10-1/2-7. (imp, back, gn, RPG, CCG, merch)(0039) 049 658290

Avalon, via Bissolati 68, Rome. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, CCG, cards, merch)

Avalon, via Magenta 0, Torino. Mon 3.30-7, Tue-Sat 10.30-1, 2-7.30 (imp, back, gn, RPG, CCG, merch) (0039) 011 5617252

Forbidden Planet, via Pinerolo 11/15, 00182 Rome (imp, back, gn) (0039) 06 70305702

Il Marchio Giallo, via Deghi Scipioni 116, Rome. Tue-Sat 10.30-1/2-7.30 (imp, back, merch, kits) (0039) 06 361 40 60

La Borsa del Fumetto, via Lecco 16, 20124 Milano. (imp, back, European and RPG, CCG) (0039) 11 5617252

Malaysia

The Mind Shop, Starhill Centre, Jalang Bukit Bintag, Kuala Lumpur. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 241 8871

The Mind Shop, S 58 Bandar Utama, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 719 8246

The Mind Shop, Jin SS21/39, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 717 6602

New Zealand

Heroes For Sale, Level 2, 62 Queen St, Auckland. Mon-Sat 10-7 (imp, back, s-p, merch, ind, u/g)(0064) 9 307 0682

Whitcoulls Corner Branch, 210 Queen Street, Private Bag 92098, Auckland. (imp, back, gn, tpbk, s-p, merch, ind, u/g) (0064) 9 356 5400 (fax: 9 356 5408)

Portugal

BdMania, Rua das Flores 67-71 R/C, 1200 Lisboa. Mon-Sat 11-7.30 (imp, back, CCG, merch) (00351) 21 346 1207

Interzona, Centro Comercial Brasilia, Loja 203, Rua Luis Veaga Lertao 98-120, 6050 Porto. Mon-Sat 11-11 (imp, back, gn, CCG, merch) (00351) 22 609 1460

Mundo Fantasma, Centro Comercial Brasilia, Rua Luis Veiga Leitao, 98/120, 1 Andar-Loja 203, 4050-399 Porto. Mon-Sat 11-11 (US imp, back, gn, CCG, merch) (00351) 22 609 1460

South Africa

Euroniag, Shop 79A, East Rand Mall, Boksburg, Johannesburg. Mon-Sun 9-10 (imp, back, gn, CCG, merch) (0027) 11 896 3773

Zed Bree's Comic Universe, Mediterr-anean Building, 24 Tenth Ave, Edenvale 1610 Gauteng. 9.30-6 (imp, merch, gn, CCG) 002711 453 4215 (fax 453 4459)

Spain

Gigamesh, RDA San Pedro 53, 08010 Barcelona. Mon-Sat 10-1.30/4.30-8 (imp, gn, RPG, CCG, merch) (0034) 3 246 6359

Sweden

Comics Heaven, Stora Nygatan 23, 11127 Stockholm. Mon-Sat 10-6.30 (imp, back, gn, merch)(0046) 8 202516

Switzerland

Analph Comicladen Strassburgstr, 10 PO Box 1030, 8004 Zürich. (0041) 1 2419695 fax 1 2403442

The letters **(FPI)** after entries indicate that the company is part of **Forbidden Planet International Ltd**

International Festivals

A listing of the world's major comics festivals and conventions. For further information, call the organisers on the phone, fax or e-mail numbers provided. To view updates, contact them on their websites. Organisers' estimates of their previous year's attendance is given in brackets.

July 17-20: United States

COMIC-CON INTERNATIONAL '03, San Diego, California. (2002 est: 53,000). Organisers: Comic-Con International, PO Box 128458, San Diego, CA 92112-8458. Tel: 001 619 491 2475 fax: 001 619 414 1022. Website: www.comic-con.org

July 26-27: England

MEMORABILIA '03, NEC, Birmingham. (2002: 18,853). Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk

August 8-10: United States

WIZARD WORLD CHICAGO CON 2003. (2001 est: 35,009) Organisers: Wizard World Chicago, 151 Wells Avenue, Congers, NY 10920-2064. Tel: 001 608 226 0200. Website: www.wizarduniverse.com

August 22-24: Canada

CANADIAN NATIONAL EXPO '03, Metro Toronto Convention Center, Toronto, Ontario. (2002 attendance: 15,000) E-mail: info@hobbystars.com

August 23-24: Scotland

MEMORABILIA '03, The SECC, Glasgow. (2002 attendance: 7,342) Organisers: Made in Heaven, 1 Star St, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk

August 29-Sept 1: United States

DRAGON*CON 2003, Atlanta, Georgia. (2002: 20,000). Organisers: Dragon*Con, PO Box 16459, Atlanta, GA 30321-9998. Tel: 001 770 909 0115 fax: 001 770 909 0112. E-mail: dragoncon@dragoncon.org Website: www.dragoncon.org

September 12-14: Norway

RAPTUS INTERNATIONAL COMICS FESTIVAL. (2002: 5,000). Organisers: Raptus Bergen Comics Festival, PO Box 768, Central 5807 Bergen, Norway. Tel/fax: 0047 55 32 88 55. E-mail: awa@hib.no Website: www.raptus.no

October 11-12: Belgium

FACTS 2003, ICC Citadelpark, 9000 Gent. (2002 est: 3,000). Organisers: Forbidden Zone, 25 Rue de Tamines, 1060 Brussels, Belgium. Tel: 0032 2 534 63 67 fax 0032 2 538 24 52. Website: www.facts-convention.com

October: Poland

THE 14TH INTERNATIONAL FESTIVAL OF COMICS. Organisers: Lodzki Dom Kultury, ul. Traugutta 18, 90-113 Lodz, Poland. Tel: 0042 633 98 00 ext 244 or 247. E-mail: festiwal@ldk.lodz.pl Date: TBA

October 18-November 3: Portugal

BD-AMADORA '03. Organisers: Festival Internacional de Banda Desenhada da Amadora, av do Brasil 52-A, 2700-134 Amadora. Tel: 00351 21 499 8910 fax: 00351 21 496 2353. E-mail: bd.amadora@mail.telepac.pt Website: www.bdamadora.com

October 31-November 2: Italy

LUCCA COMICS. (2002 est: 46,000) Organisers: Lucca Comics, Via della Cavallerizza 11, 55100 Lucca, Italy. Tel: 0039 583 48522 fax: 0039 583 91203.

October: United States

BALTIMORE COMIC-CON, The Baltimore Convention Centre, One West Pratt Street, Baltimore, Maryland 21201. Contact: Marc Nathan. Tel: 001 410 526 7410. E-mail: cardscomicscollectibles@yahoo.com Date: TBA

November 29-30: England

MEMORABILIA '03, NEC, Birmingham. (2002: 19,351). Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk

Comics Publishers

North America

Unlike Europe, North American publishers invariably favour indie status to that of being labelled small press. This results in there being hundreds of comics publishers.

While circulations vary immensly, the following are the continent's major comicbook producers with titles printing between 5,000 and 150,000 copies. Contact phone numbers are given where readily available.

AARDVARK-VANAHEIM, PO Box 1674 Station C, Kitchener, Ontario, Canada N2G 4R2 (Cerebus)

ABSTRACT STUDIOS, PO Box 271487, Houston, TX 77277-1487 (Strangers in Paradise)

AC COMICS, PO Box 521216, Longwood, FL 32752-1216 (adventure titles, Golden Age superhero and western reprints)

ACCLAIM COMICS, 1 Acclaim Plaza, Glen Cove, NY 11542 (game tie-in adventure, Valiant superhero imprint. dormant) (00)1 516 656 5000

AIT/PLANET LAR, 2034 47th Avenue, San Francisco, CA 94116 (graphic novels) (00)1 415 504 7516

ALTERNATIVE COMICS, 503 North West 37th Ave, Gainesville, FL 32609-2204 (alternative and graphic novels) (00)1 352 373 6336

AMERICAN MEDIA CONSUMER ENTERTAINMENT, INC, 600 East Coast Avenue, Lantana, Florida 33464 (Cracked) (00)1 561 586 1111

ANTARCTIC PRESS, 7272 Wurzbach, Suite 204, San Antonio, Texas TX 78240 (adventure and US manga)

ARCHIE COMIC PUBLICATIONS, 325 Fayette Avenue, Mamaroneck, NY 10543 (humour) (00)1 914 381 5155

AVATAR PRESS, 9 Triumph Drive, Urbana, Illinois, IL 61802 (horror fantasy titles) (00)1 217 384 2211

AWESOME ENTERTAINMENT, 9744 Wilshire Boulevard, Suite 402, Beverly Hills, Los Angeles, CA 90212 (adventure titles; dormant)

BONGO ENTERTAINMENT, 1440 South Sepulveda Boulevard, 3rd Floor, Los Angeles, CA 90025 (The Simpsons and related humour titles) (00)1 310 966 6168

CALIBER COMICS, PO Box 6191, Plymouth, MI 48170 (black and white adventure titles) (00)1 734 462 0457

CARTOON BOOKS, PO Box 16973, Columbus, OH43216 (Bone and related)

CROSSGENERATION COMICS, 4023 Tampa Road, Suite 2400, Oldsmar, FL 34677 (fantasy adventure) (00)1 813 891 1702

CRUSADE FINE ARTS LTD, PO Box 845, Bayport, NY 11705 (fantasy and adventure) (00)1 631 472 2866

DARK HORSE COMICS, 10956 South East Main Street, Milwaukie, OR 97222 (adventure titles, licensed, US and Japanese manga) (00)1 503 652 8815

DC COMICS, 1700 Broadway, NY 10019 (adventure and humour, MAD, Vertigo and Paradox Press imprints) (00)1 212 636 5400

DISNEY COMICS, 500 South Buena Vista Street, Burbank, CA 91521 (humour titles) (00)1 818 507 5739

DRAWN & QUARTERLY, PO Box 48056, Montreal, Quebec, Canada H2V 4SB (black and white biog)

DREAMWAVE PRODUCTIONS, 2750 14th Avenue, Suite 302, Markham, Ontario L3R 0B6, Canada

DYNAMIC FORCES, 155 Ninth Avenue, Suite E, Runnemede, NJ 08078 (variant editions and merchandise) (00)1 856 312 1040

FANTAGRAPHICS BOOKS, 7563 Lake City Way North East, Seattle, Washington 98115 (adventure, biographical and Eros adult) (00)1 206 524 1967

HARRIS COMICS, 1115 Broadway, 8th Floor, NY 10010 (Vampirella, fantasy and horror) (00)1 212 807 7100

HARVEY COMICS ENTERTAINMENTS, 100 Wilshire Boulevard, Santa Monica, CA 91401 (humour) (00)1 310 451 3377

HEAVY METAL, 100 Merrick Road, Suite 400 East, The Rockville Center, NY 11570 (adult fantasy magazines and spin-off editions) (00)1 516 594 2130

HUMANOIDS PUBLISHING, PO Box 931658, Hollywood, California CA 90093 (US-European editions) (00)1 714 2880200

IMAGE COMICS, 1440 North Harbor Boulevard, Suite 305, Fullerton, CA 92835 (adventure) (00)1 714 2880200

MARVEL ENTERTAINMENT GROUP, 10th Floor, East 40th Street, New York, NY 10016 (adventure, humour and licensed) (00)1 212 696 0808

NBM PUBLICATIONS, 185 Madison Avenue, Suite 1504, NY 10016 (adult fantasy graphic novels and magazines)

ONI PRESS, 6336 South East Milwaukie Avenue, PMB 30, Portland, OR 97202 (adventure) (00)1 503 233 1377

RADIO COMIX, 11765 West Avenue, PMB 117, San Antonio, TX 78216 (anthropomorphic manga) (00)1 210 348 7195

SIRIUS ENTERTAINMENT, INC, PO Box 128, Stanhope, NJ 07874 (adult)

SLAVE LABOR GRAPHICS PUBLISHING, 848 The Almeda, San Jose, CA 95126 (black and white fantasy) (00)1 408 279 0451

TOP COW, 10390 Santa Monica Boulevard #110, Los Angeles, CA 90025 (adventure and licensed)

TOP SHELF PRODUCTIONS, PO Box 1282, Marietta, GA 30061-1282 (alternative and biographical) (00)1 770 425 0551

TWOMORROWS PUBLISHING, 1812 Park Drive, Raleigh, North Carolina, NC 27605 (comics feature magazines) (00)1 919 833 8092

VEROTIK PRESS, PO Box 64859, Los Angeles, CA 07043 (adult fantasies)

VIZ COMICS, PO Box 77010, San Francisco, CA 94107 (English translated manga)

WaRP GRAPHICS, 43 Haight Avenue, Poughkeepsie, NY 12601 (Elfquest and spin-offs) (00)1 914 473 9277

WILDSTORM, 7910 Ivanhoe Street, #438 La Jolla, CA 92037 (includes ABC, Cliffhanger and Homage DC subsidiary imprints)

United Kingdom

The following are major UK newsstand comics and graphic novel publishers. If calling from outside of the UK, you should drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe and Eire); 001144 (Australasia).

DC THOMSON, Albert Square, Dundee DD1 9QJ (humour and adventure comics, pocket books and annuals)

EGMONT MAGAZINES LTD, 25-31 Tavistock Place, London WC1H 9SU (humour, licensed and pre-school titles) 020 7344 6400

HAMLYN BOOKS, 2-4 Heron Quays, London E14 4JB (2000 AD graphic novels) 020 7531 8584

I FEEL GOOD LTD, 9 Dollington Street, London EC1V 0BQ (Viz) 020 7687 7000

JOHN BROWN PUBLISHING, The Boathouse, Crabtree Lane, Fulham, London SW6 (albums) 020 7381 6007

KNOCKABOUT COMICS, 10 Acklam Road, London W10 5QZ (humour and underground comix, graphic novels) 020 8969 2945

PANINI COMICS (UK), Panini House, Coach and Horses Passage, The Pantiles, Tunbridge Wells, Kent KT2 5UJ (humour and adventure titles, Marvel licensed) 01892 500 100

REBELLION DEVELOPMENTS LTD, The Studio, Brewer Street, Oxford OX11QN (Judge Dredd Megazine and 2000 AD) 01865 792201

THE REDAN COMPANY, Canon Court East, Abbey Lawn, Shrewsbury SY2 5DE (pre-school humour and licenced titles) 01743 364433

SAVOY BOOKS, 446 Wilmslow Road, Withington, Manchester M20 3BW (adult comic magazines, books and graphic novels) 0161 833 2664

TITAN ENTERTAINMENT GROUP LTD, Titan House, 144 Southwark Street, London SE1 0UP (licensed graphic novels, books, magazines and comics) 020 7620 0200

France

The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0033 becomes 011 33

ALBIN MICHEL, 22 rue Huyghens, 75014 Paris (albums) (0033) 1 42 79 10 00

CASTERMAN, 66 rue Bonaparte, 75006, Paris (albums and manga) (0033) 1 40 51 28 00

DARGAUD, 6 rue Gager Gabillot, 75015 Paris (albums and manga) (0033) 1 40 45 35 39

DELCOURT, 5 passage du Mont-Cenis, 75018 Paris (albums and comics) (0033) 1 53 41 86 10

FLUIDE GLACIAL, 33 avenue du Main, BP 187, 75755 Paris (comics and albums) (0033) 1 43 20 23 96

GLENAT, 31 rue Ernest Renan, 92130 Issy les Moulineaux (albums and manga) (0033) 1 41 46 11 11

J'AI LU, 84 rue de Grenelle, 75007 Paris (licenced Japanese manga) (0033) 1 44 39 34 70

LES HUMANOIDES ASSOCIES, 24 avenue Philippe Auguste, 75011 Paris (albums)(0033) 1 44 93 88 33

MARVEL, BP 62, 06702 St Laurent Duvar (0033) 1 92 12 57 57

SEMIC FRANCE, 45 rue Broca, 75005 Paris (licenced comics and albums) (0033) 1 43 36 32 00

Italy

The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0039 becomes 011 39

SERGIO BONELLI EDITORE, via Buonarroti 38, 20145 Milano (black and white comics) (0039) 02 96480403

MARVEL ITALIA, viale Emilio Po' 380, 41100 Modena (Marvel licensed titles)

CULT COMICS, viale Emilio Po' 380, 41100 Modena (Image and Dark Horse licensed)

MAGIC PRESS, Zona industriale via Ragusa 18, 00040 Pavona, Roma (Vertigo and WildStorm licensed) fax: (0039) 06 93020361

STAR COMICS, strada Selvette 1bis/1 Bosco (PG) (comics and black and white manga)

ASTORINA S.R.I., via Boccaccio 32, 20123 Milano (Diabolik original and reprint black and white)

KING COMICS, via Pinerolo 3, 00182 Roma (comics)

Spain

The following are the country's comics and album publishers. If phoning from the USA, the country code of 0034 becomes 011 34

NORMA EDITORAL, Fluvià 89, 08019 Barcelona (licensed DC and Dark Horse comics and albums) 0034 93 303 68 20

EDITORIAL PLANETA-DE AGOSTINI, SA, Aribau 185, 08021 Barcelona (licensed Dark Horse comics and albums)

TOUTAIN EDITOR, SA, Diagonal 325, E-08009 Barcelona (licensed Marvel, Dark Horse, Chaos!, Image and manga comics and albums) 0034 93 344 06 00

EDICIONES LA CÚPULA, Plaza de las Beatas 3, E-08003 Barcelona (adult comics and albums) 0034 32 682 8 05

Mail Order Specialists

Key to abbreviations used:

w/s	= wholesale available	CoBRA	= Comic Book Retailers' mail order protection scheme
dis	= bulk discount terms		
cat	= phone/write for catalogue	cc	= major credit cards accepted
s-cat	= sae for catalogue		
wants	= wants lists accepted	sae	= send stamped, addressed envelope with enquiry
s-wants	= sae with wants lists		

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Golden Age

Generally acknowledged as being published between 1938 and 1945, the first age of superhero comics, but herein designated to cover all pre-Silver Age American comics.

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Silver Age

Accepted as starting in 1955 with DC's superhero rebirth through ***Detective Comics*** *#225 (intro-ducing the Martian Manhunter) and* ***Showcase*** *#4 (introducing the Barry Allen Flash). Herein covering titles up to late 1960s.*

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

East Coast Comics UK, 28 Acton Road, Lowestoft, Suffolk NR33 7LG (high grade, s-want, cc, sae) 01502 578385 (day) 560727 (eve)

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Quicksilver Comics, PO Box 73, Ossett WF5 0YQ (s-cat, dis, wants, cc, CoBRA) 01924 270500 (fax: 270919)

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax 680686)

Post-Silver Age

Comics from 1970 to date: From Bronze Age-Marvel Age-Lead Age up to Platinum Age-Gimmick Age-Image Age. Historians will doubtless eventually decide on a name.

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Planet Warehouse (FPI) *formerly Comics Warehouse* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Tarpaulin Books and Comics, 5 Oak Close, Thetford, Norfolk IP24 3EZ (wants, s-cat) 01842 820139

Hot Comics

Current or key titles, first issues or first appearances of major characters. Investment titles for speculators willing to gamble.

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN (wants, cc, dis) 020 8686 2400

Comix-shop. co.uk, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

Advance Imports

US comics are not generally available in UK newsagents, except for some sea-freight shipped low-cover price DCs and Marvels, and can only be found through specialists in the rest of the world. The following companies offer air-shipped copies from all of the major US publishers.

Ace Comics, 63/64 High Street, Colchester, Essex (wants, cat, CoBRA, cc) 01206 561912

Avalon Comics, 143 Lavender Hill, London SW11 5QJ (cc, CoBRA) 020 7924 3609

Comix-shop.co.uk, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

86th Floor Comics & Cards, 6 Shipley Common Lane, Ilkeston, Derbyshire DE7 8TR (dis, cat, cc) 0115 9443009

Forbidden Planet, 71 New Oxford Street, London WC1A 1DG (s-cat cc) 020 7497 2150

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH 020 7636 1011

Mega-City Comics, 18 Inverness St, Camden Town, London NW1 7HJ (s-cat, cc, CoBRA) 020 7485 9320

Planet Warehouse (FPI) *formerly Comics Warehouse,* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Red Hot Comics, The Warehouse Block D Unit 8, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH (CoBRA, w/s, dis, wants, cc) tel/fax: 0141 630 0049

Limited Editions

Many high-profile miniseries and one-shots are also available in limited, numbered and often autographed editions (s&n). New titles, to acquire copyright, can also appear in small print-run "ashcan" editions (ash).

Comic Biz, PO Box 7041, London N12 9NF (CoBRA, cc, ash, s&n, cat) 020 8446 3464

Trading Cards

Several mail order dealers carry a range of non-sports cards and related peripherals (files, folders, sleeves).

Beyond Comics, 76 Harlescott Road, Nunhead, London SE15 3BZ (s-cat, s-wants, sae, CoBRA) tel/fax: 020 7564 4213

John McDonald: Non-Sport Trading Cards, 20 Alder Grove, Coatbridge, Lanarkshire ML5 3PT (cat, wants) tel/fax: 01236 433358

Old British Titles

The popularity of old British comics continues to increase as more dealers expand into this area. The following specialise in such titles.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Weird Fantasy, 19 Decoy Road, Ormesby, Great Yarmouth, Norfolk NR29 3LG (s-cat, s-wants, annuals specialist)

Merchandise

Comics, film and TV-related t-shirts, posters, video games, badges, toys, action figures, etc.

Off World: The Sci-Fi Store, 142 Market Halls, Arndale Centre, Luton, Beds LU1 2TP. (specialists in Star Trek, Star Wars and sci-fi collectables) 01582 736256

Sci-Fi Merchandise Direct (FPI) and **Gear for Games (FPI)** Maldon, Essex CM9 4XD (cat) 01621 877222

Original Art

With artists having their originals returned by publishers, an increasing number of pages are now being made available for collectors.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Peripherals

Acid-free protection for comics. Backing boards, protective bags, storage boxes, etc.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Just Comics, 65 Station Road, Warboys, Huntingdon, Cambs PE28 2TH (w/s only, CollectorLine™ distributor) 01487 824895 01487 824896

Planet Warehouse (FPI) *formerly Comics Warehouse,* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

General Fantasy

As well as comics old and new, some suppliers also provide catalogues of multi-media fantasy, covering TV, film, trading cards and toys.

Forbidden Planet Mail Order, 144 Southwark Street, London SE1 0UP (cat) 020 7803 1900 (fax: 7803 1901)

Sci-Fi Merchandise Direct (FPI) and **Gear for Games (FPI)** Maldon, Essex CM9 4XD (cat) 01621 877222

Manga Titles

English language translations of Japanese comics and US titles drawn in the Japanese style.

United Publications, 85 Croydon Road, Keston, Kent BR2 8HU (ind, back, cat, wants, cc) 020 8325 9507

Alternative & Biographical

The following carry an extensive range of biographical and slice-of-life comicbooks and graphic novels (Fantagraphics, Maus, Crumb, Pekar...)

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH (wants) 020 7636 1011

Knockabout Comics, 10 Acklam Road, London W10 5QZ (w/s, s-cat, cc) 020 8969 2945 (fax: 8968 7614)

Page 45, 9 Market Street, Nottingham NG1 6HY 0115 9508045

Comics Auctions

Accepting lots from the general public, comics auctions provide an alternative way for collectors to sell their valuable comics. The following accept items for sale, as well as providing regular catalogues for mail order bids.

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Distributors

Anybody considering opening a comics shop or becoming a mail order dealer can obtain further information about the supply of titles from the following who bulk air import US and European comics and related items on a weekly basis.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP (graphic novels, art books, comics, remainders, film and TV, popular culture) 020 8768 0022

Diamond Comic Distributors, 2nd Floor, Warton House, 150 High Street, London E15 2NP (US and European comics, cards and related items) 020 8536 5730 (fax: 8536 5736)

Red Route Distribution, Unit 24, 10 Acklam Road, London W10 5QZ (US & European comics/ graphic novels, back-list specialists) 020 8960 5855

Mail Order Dealers:

CI's Mail Order Index is the industry's most cost-effective and highly-targeted way to reach a huge dedicated audience in excess of 40,000 readers every month. It costs only £4 ($6 US) per entry per issue to appear and is bookable in advance as a 6-issue series. Send pre-payment of £24/$36 (plus £4.20 VAT for UK advertisers) per category with your details to:

Comics International, 345 Ditchling Road, Brighton BN1 6JJ

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: Listings@comicsinternational.com

The letters **(FPI)** after entries indicates that the company is part of **Forbidden Planet International Ltd**

Classified

Advertising terms and conditions

Whether for publication or not, all advertisements must be accompanied by full name, home address and daytime phone number of advertiser.

• All private classified Wants or Announcements ads (comics or card related items only) are free of charge. Maximum 50 words, they will be printed at the publisher's discretion when space permits. *(Only one advertisement can be submitted per letter/per issue so everybody gets a chance to fit in!)*

• FOR SALE ads (and dealer wants/announcements) are charged:
(i) General announcements: Stating no issue numbers, prices or titles. Per 50 words (or part thereof) ..... £5.00 ($7.50 US)
(ii) List ads: (including specific titles, issues and/or prices. Minimum charge, per 100 words (or part thereof) ..... £10.00 ($15.00 US)

Payment (to Comics International) must accompany advertising copy.

CI Classified, 345 Ditchling Road, Brighton BN1 6JJ

For Sale

For sale: **2000 AD** and **Judge Dredd**. 1000 issues from 1980 to 2000. Any offer considered. Tel: 07714 762989 (Edinburgh)

Thousands of comics, cards, toys, beanies, sci-fi, film and TV-related items from some of the best dealers in the UK at the Sci-Fi & Comic Collectors Fair, Newport, July 13. Write to PO Box 628, Newport West NP10 9ZR. Tel: 07799 433359.

2000 AD collection: issues range from 48 to 927 (with gaps). Approximately 500 issues in fn+ (early issues) to nm (bought when new); total includes annuals and specials – £350 ono. **Epic Illustrated** 1-19 vfn for £20. Alan Davis **Captain Britain** English magazines 1-14 and other Davis *Captain Britain* stories for £20. 1976 **Captain Britain** series 1-39 (with doubles) and **Spider-Man** 231-247 with *Captain Britain* stories, mostly vfn, for £35 ono. Barry Windsor Smith **Story Teller** 1-9 in slipcase with ashcan for £25. **Treasury Editions** various, set of eight for £18. Star Wars 1977 bubble gum cards; red set (not complete but with multiple numbers); blue set (complete run 1-66 with multiple numbers). Contact Richard Bird with offers: Ground Floor Flat, 54 Earls Ave, Folkestone, Kent CT20 2HB. Tel: 07742 989628 (after 5.30)

Seven A3 page clearance list crammed with loads of bargains. DC, Marvel, Dark Horse, Fantagraphics Books, manga and indie comics and graphic novels. Anime and superhero videos, posters, trading card sets and singles, carded figures, Star Wars and Star Trek gaming cards. **2000 AD** progs 147-1061 at 40 to 60p each; **Watchmen** 1-12 for £15; **Invisibles** (volume 2) #1-22 for £20, (volume 3) #1-12 for £11, **Doom Patrol** 19-63 (Grant Morrison run) for £25. *Battle of the Planets* boxed die-cast toys (1979 Popy) Skyplane, Skytank for £35 each. *Akira* animation cells £30 set. Comics start at 30p each. Contact Anthony Pick, 20 Grove Road, Hoylake, Wirral CH47 2DT. Tel: 0151 632 4640 for list.

Wanted

Advertisers are reminded that Wanted ads must be no longer than 50 words (including address), and only single insertion private advertisements can be published free of charge.

Wanted: Any original artwork by British creator Terry Hooper. Will pay good price. D. Symes, 21b Daventry Road, Knowle, Bristol BS5 2BB.

Wanted: UKCAC programmes for 1992, 1994, 1995, 1997. Good prices paid. Also **Charley's War** book 1 and any new Eagle merchandise or artwork. E-mail: Richard.Sheaf@uk.nestle.com

Wanted: English 1950s space, horror, crime, superhero, jungle, western comics. Titles include **Spaceman**, **Whiz**, **Master**, **Captain Marvel**, **Black Magic**, **Space Adventures**, **Captain Valiant**, **Space Commando**, **Planet**, **Marvelman**, **Swift Morgan**, **Mystery in Space**, **Marvel Family**, **Speed Kings**, **Strange Worlds** and similar. Please write to Mike Morley, 5 Crompton Avenue, Sprotboro Road, Doncaster DN5 8ED.

Wanted: British original art by Frank Bellamy, Mike Noble, Don Lawrence, Gerry Haylock and Ron Turner. Very good prices paid. Also want Neal Adams art, especially his Marvel work. Please telephone Jeff on 01689 898108 or e-mail jeffrey@haythorpe.fsnet.co.uk.

Wanted: **Superman**, **Superboy** and **Batman** British annuals from the 1950s and 1960s; **Jack and Jill: All Colour Gift Book** 1953; **T.V. Comic** weeklies and holiday specials from the 1960s and 1970s. Gold Key: **Banana Splits** and **H.R. Pufnstuf**. **Archie**: 80-Page Giants only. Pin-up mags: **Kamera**, **Beautiful Brittons**, **Q.T. Spick**, etc. Any Bettie Page material. Write to John Balfour, Westerstraat 67-3, Amsterdam, Holland, 1015 LW.

Announcements

Fanzine and small press titles must not be offered for sale before being printed. To verify publication, a sample copy must be sent in along with the advertising copy (50 words max). Single bookings only, so everybody gets a chance!

Zine Zone (est 1984) runs an international news and reviews service to help publicise and sell small press comics and mags. Send issues for review along with cover price and p&p cost to Zine Zone, 85 Ridsdale Road, Ashton Vale, Bristol BS3 2RB.

Camel Quarterly 1. Text stories by Chris Butler; unpublished cartoon by Butler and Hogg (**Comico**, **Killer Fly**, etc); article on almost entering US comics mainstream; paranormal room fitting, giant woman... Cheques for £1.50 to Chris Butler, c/o To Yeald Press, 62 Vere Road, Sheffield S6 1SB.

Black Boar Press would like to thank everyone who came by the table at Bristol 2003. It was great to meet everyone who has supported my work over the years. Check out www.blackboar.co.uk for updates on future releases. **Springheeled Jack** #1 available by mail order for £2.80.

I'm trying to start up a Comics Club at my school in Merton, London and I would like to hear from any artists who would be prepared to come into school and work with the students. I did this quite successfully some years ago in Chiswick with Doug Braithwaite (**Batman/ Punisher**). Please contact Rhod Davies [art teacher] via e-mail at daviesrhod@hotmail.com

Seer: An unstoppable killer, a desperate police force, and a friendship brought to the edge. The latest in Engine Comics line of one-shots by Gary Simpson and Lee O'Connor. A4, colour cover, 36 pages. £3 including postage, please make cheques payable to Barry Renshaw, Engine Comics, 8 Avril Close, Reddish, Stockport, SK5 6XH.

Rat Arsed and Shit Faced 3 – Natural Smoked Kippers is out now! Send a cheque payable to D.L. Worrow for £1.50 to: Toonedelic Times, 1C, 58 Northgate Street, Devizes, Wiltshire SN10 1JJ. This comic may change your life for the better, perhaps for the worse, it may have no effect on your life whatsoever. But it always brings a giggle! Over 18 only!

The First But Not The Last. The strictly adults only horror comic that's not for the faint hearted. 40 pages for only £2.50. Cheques payable to Zensieren Publications (ci), BCM Box 1328, London WC1N 3XX.

Looking for quality, hardworking artists (UK/US/other) to collaborate on projects for submission overseas. No up-front payments. Send samples and an sae to BTCG, 85 Ridsdale Rd, Ashton Vale, Bristol BS3 2RB.

Warren Fanzine. A new, 12-page fanzine, featuring **Creepy**, **Eerie**, **Vampirella** and more. Send £1.25 (includes UK p&p) to P. Casimir, 14 Burton Close, Wheathampstead, Herts AL4 8LU. E-mail: piers@spookyfanzine.com

Comics Retrospective is now on sale, featuring a look back at the 1970s version of DC's **Justice Society**... and an in-depth look at the life and times of Captain Britain! A superhero extravaganza, £1.20 from Tony Ingram, 3 Lower Harlings, Shotley Gate, Ipswich IP9 1QE.

Don't waste £5 going to see disappointing comics-based movies this summer, spend £1 on **Sgt Mike Battle: The Greatest American Hero!** 3 and have the endless pleasure of multiple readings with no extra cost or over-priced chocolates. Cheques to Graham Pearce, c/o 42 Talbot Road, Penwortham, Preston PR1 9QX.

For a pound, **Mondo** gives you a battle royale in London, David Dickinson topless and a new spin on the transatlantic 'special relationship'! Go on, take the plunge! **Mondo** – from Lee Davis, 140 Amersham Avenue, Edmonton, London N18 1DY. New contributors more than welcome. Be sure to bring a bottle, though!!

Comic Societies

Join The Eagle Society, dedicated to the memory of Britain's National Strip Cartoon Weekly – The Eagle 1950-1969. For just £17 per year (cheques should be made payable to The Eagle Society) members receive our quarterly journal **Eagle Times**, as well as the chance to attend social gatherings and meet original Eagle contributors. Write to the membership secretary: Keith Howard, 25a Station Road, Harrow, Middlesex HA1 2UA. Or e-mail: Richard.Sheaf@uk.nestle.com

Comics Creators Guild: The Future of Comics in our Hands. Industry veterans and aspiring professionals. Join the largest comics organisation in Europe. Monthly meetings, newsletter, Comics Forum, exclusive publications, free legal advice, special discounts and more. For further information please contact: Comics Creators Guild, 22 St James Mansions, West End Lane, West Hampstead, London NW6 2AA. www.comicscreators.org.uk

BUY OR SELL OR EVEN TRADE

It's been tried and tested for over 10 years and it's still going strong...

Comics International's *Classified* section has turned more than one £5 "For Sale" advertiser into a big-time full page dealer.

One of the first-read sections of the magazine for both dealers and fans, *Classified* offers you the opportunity to add a part time job to boost your finances.

Most comic fans have unwanted titles taking up valuable space...

... A loft which is in need of clearing.

... A spare room which is no longer spare.

... A garage which is pining for a car.

Classified can help you not only clear that space, but earn you money while doing so. More than 4,500 such ads have been placed on this page, with regular dealers coming back each issue.

It costs only £5 to place a 50-word For Sale general announcement. Or £10 for a 100-word list ad, detailing issues and prices. Ads can appear within a week of you sending them...

So, what are you waiting for? Everybody else to jump in first?

... It's down to you!

Comic & Card Events

Events @ CAMDEN CENTRE
Bidborough St, London WC1

CARD MART

2003
SUNDAY JULY 13

FOR SPORTS, NON-SPORTS AND COLLECTABLE GAMING CARDS

THE NATION'S TOP TRADING CARD EVENT

FUTURE DATE: 11TH JANUARY 2004

COMICBOOK MARKETPLACE

2003
SUNDAY AUGUST 31

FOR AMERICAN COM AND CULT COLLEC

ALSO JULY 6

OVER 90 DEALERS TABLES!

The Comicbook Marketplace is held six times a year at the Camden Centre and is just a few minutes walk from Euston, Kings Cross and St. Pancras stations. There are more than ninety tables with over 1,000,000 comicbooks, magazines and trading cards on sale, including S.F., Fantasy, Film and T.V. related items from Britain's top dealers.

HOW TO GET THERE. BUS: 10, 17, 30, 45, 46, 63, 73, 91, 214, or 259 to Kings Cross/Camden Town Hall. UNDERGROUND: Circle, Metropolitan, Piccadilly or Victoria Line to Kings Cross. BRITISH RAIL: Euston, Kings Cross and St. Pancras are within walking distance of the venue.

FUTURE DATE: 31ST AUGUST 2003

FREE ADMISSION TO ALL SHOWS
DOORS OPEN 12 NOON

OVER 160 TABLES

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2003
SUNDAY AUGUST 3

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FUTURE DATE: 26TH OCTOBER 2003

Dealers: for table availability phone 020 747 66 873

www.comicmart.co.uk

Events

A summary of all the events advertised this issue

July

5/7 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds ..... (p48)
6/7 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street (p58)
12/7 **Birmingham:** Comic Mart & Card Show, Carrs Lane Church Centre, Carrs Lane, Birmingham ..... (p48)
13/7 **London:** Card Mart, Camden Centre, Bidborough Street ..... (p58)
13/7 **Newport:** Sci-Fi & Comic Collector's Fair, Leisure Centre, City Centre . (p29)
19/7 **Sheffield:** Comic Mart & Card Show, Main Hall, Sheffield Hallam University, Howard Street ..... (p48)
20/7 **Bristol:** Sci-Fi & Comic Collector's Fair, Holiday Inn, Victoria Street .... (p29)
26-27/7 **Birmingham:** Memorabilia '03, Birmingham NEC ..... (p7)

August

2/8 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street ..... (p30)
3/8 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way ..... (p58)
9/8 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds ..... (p48)
10/8 **Gloucester:** Sci-Fi & Comic Collector's Fair, Leisure Centre, Town Centre, Gloucester ..... (p29)
16/8 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester ..... (p48)
17/8 **Cardiff:** Sci-Fi & Comic Collector's Fair, Jury's Hotel, Mary Ann Street (p29)
23-24/8 **Glasgow:** Memorabilia '03, Glasgow SECC ..... (p7)
30/8 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre, Gedling Street, Nottingham ..... (p48)
31/8 **London:** Comicbook Marketplace, Camden Centre, Bidborough Street (p58)

September

6/9 **Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road ..... (p48)
13/9 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds ..... (p48)
20/9 **Birmingham:** Comic Mart & Card Show, Carrs Lane Church Centre, Carrs Lane, Birmingham ..... (p48)
20/9 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street ..... (p30)
21/9 **Newport:** Sci-Fi & Comic Collector's Fair, Leisure Centre, City Centre . (p29)
27/9 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester ..... (p48)
28/9 **Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street, Liverpool ..... (p48)

October

4/10 **Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre, Gedling Street, Nottingham ..... (p48)
11/10 **Sheffield:** Comic Mart & Card Show, Main Hall, Sheffield Hallam University, Howard Street ..... (p48)
25/10 **Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road ..... (p48)
26/10 **London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way ..... (p58)

November

1/11 **Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds ..... (p48)
8/11 **Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street ..... (p30)
15/11 **Birmingham:** Comic Mart & Card Show, Carrs Lane Church Centre, Carrs Lane, Birmingham ..... (p48)
23/11 **Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street, Liverpool ..... (p48)
24/11 **Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester ..... (p48)

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